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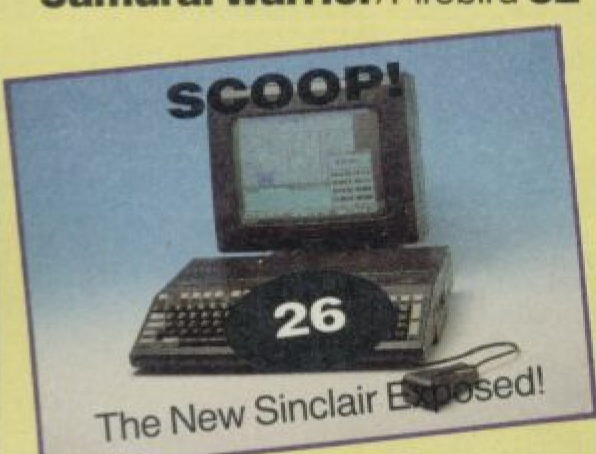
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# *EXOTIC FRUIT FRONTLINES*

***Apples, pears, peaches and bananas are positively passé, so brace yourself for some real 'happening' fruit, as we delve into the mega exotic-ness of . . .***

## Over The Melon, Tom

Crowds of screaming kids invaded the Market Garden of Liverpool to see in Liverpool and England footballer, Stev McMahon forging Peter Beardsley's sig on Grandslam's new Kiwi Fruit, Peter *Bananasley's International Football.*

Steve played the sport by signing any that was put in front of him. Photos, spor bags, footballs, pomegranate, guaras . . . guess what, gentle reader, Spectrum sales outweighed those of any other format. Her we go, here we go, here we go... Kumquat.



## It's Blackmail!




Ha Ha! Caught in the act of eloping with Major 'Wild Bill' Stealy, our glorious leaderine (*Don't you mean tangerine? Ed*), T'zer 'Scantily Clad' Maughan was photographed by Frontlines disguised as a hideous American 'Tourist' (y'know, 'Rupert' checked trousers, straw hat, a thick southern drawl . . .). She claimed the visit was to 'get' the gen on Microprose's new game, *Red Storm Rising*, based on the bestselling book of the same name. Ah, but we know better, my little chickadee in mango syrup, and unless the aforementioned editorial temptress comes up with a crate of Kiwi Fruit for the zwillions of *YS* viewers, then we'll publish the photos of T'zer getting to 'grips' with Wild Bill's *Red Storm Rising* Joystick, featuring no less than five types of radar and sonar devices in a full nuclear war playground (fnar). Peach Melba.



## Well, I'll Eat My Hat

Rumours that Carmen Miranda are dead should be finally squashed as Frontlines can reveal that she is alive and well and earning a Mango Fruit working under an assumed name. Angela Ekaette, as 'she' calls herself now, has managed to worm herself into a budget game show called *'Wheel Of Fortune'.* There is, as there always has to be, though, a snag. Although Frontlines thinks the poor old lady has been through more face lifts than good ol' Joanie Collywobbles, senile dementure has set in and she has a terrific fear of anyone coming near her highly-stretched skin with a sharp metal object. So when 'Angela' was faced with a computer game to demonstrate, 18-year old 'expert' Kane Valentine from Ocean was dragged in to teach the old prune which end of the joystick should be pointing upward.

Here, Carmen, erm, Angela, is pictured crooning through 'Aye, Aye, Aye, Aye like your Quickshot 2', while Kane and not-so-able host Nicky Campbell force a myrthful wince. Lychees.

## YS COMPO — Re-decorate Your House!



Activision (Errm, sorry,) Mediagenic has been spending zwillions of pounds on a TV advertising campaign for its new games, *Afterbanana*, *R-Type* and *SDI*.

No less than 36 times, gentle viewer, during the month of November on Saturday mornings, Mediagenic's home video will be blasting into the privacy of your very own abode. And to mark this auspicious event, that five foot four bundle of fun, Mandy Barry from Mediagenic, has dug out an extra-special prize for 10 lucky *YS* readers.

Each winner will receive the megaginormous *Afterburner* poster – big enough to re-wallpaper three-and-a-half walls in Castle Rathbone!

So, you are saying (oh, yes you are!) what do we have to do to get our hands on these fab A1-sized goodies? Well, just answer these three simplisimo TV-Type questions and the world is your Kiwi Fruit.

The ugly green monster in *Get Fresh* is called

a) Gilbert
b) Gaz Top
c) T'zer

A 20 second TV advert costs

a) £13.48
b) Two cheese rolls and a gobstopper
c) Zwillions of pounds

Television was invented by

a) Logi Baird
b) Fred Flintstone
c) Muffin The Mule

Send your answers on the back of a Loganberry to Send Me An Afterbanana Poster Or I'll Mango Castle Rathbone Compo, 14 Rathbone Place, London W1P 1DE. Entries must arrive by the end of November, or you'll not have a nectarine's chance of winning.

## Trainspotters Through History



### An irregular All Bran in conservation with the Worlds Greatest Ever Trainspotters.

**20. Elton John**

"Woooh. Plink. Plinky plonk. AAAAAHHHH! Oh! Hiya everybody. Vrrrrroooopppp! Reg Dwight here, alias your very own, camp as a row of tents, snub nosed, diamante contact lensed, hair transplanted Elton John! YAAAAAYYYY! The most attractive bloke in showbiz . . . What? Am I a trainspotter, cock? Course not. Me an' Renata don't spend ANY of our time together huddled up on the nob end of Euston Station, wrapped in glittery woollens, with a spiral reporters notebook and a pair of binoculars. Oh no. We spend all our time together huddled up on the nobend of Beverly Hills Station, wrapped in glittery woollens, with a spiral bound Harrods notebook and a pair of opera glasses. Oops! Worra giveaway! Okay, so we have been known to spot the odd loco. And so what if Liberace was better looking and a bit more masculine than me? Hah! I spit on his glitzy candelabra. I've got at least fourteen hundred pairs of glasses, and an opticians shop in me bathroom! So nerrrrr! Vrrriiippp! Bang. Fwip! Haw haw! Me? I'm not a teapot. I'm just a little potty, thass all. Yep that's me, under the bed. Clang! Who cares if George Michael is plastered over every teenage girls walls? He's got a hairy chest and I won't hear a word said against the little petal. Who cares if the combined ages of Bros added to my height only add up to Ronnie Corbetts inside leg measurement? Nobody, because it isn't TRUE! SOB! Who cares if everyone says it doesn't matter if you're ugly, so long as you've got loadsamoney? Er, um, yes well. Anybody want a piano, big white job, only played once.



### The Pear-shaped Poseurs . . .

There's a new face down at Codemasters (*'Not another one?' – two zwillion readers*). Yes, another one. Now, here at *YS* we've been compiling a graph of the ages of Codemasters new members over the last couple of months, and the line on it was an exponential downward curve. Extending this curve, we were alarmed to see that the qualification for the next Code Masters applicant was one of not actually having been conceived yet. So how does the new member measure up? Not very well, in our books. Not only has he been conceived, but he's looking about ready for the personal Pension Plan already. Not that this in itself is very mind boggling, but the red letter day is marked by the fact that Ciarán has to go out and buy some more graph paper (and we're not paying his expenses!). Aubergine.

### Dustin probs

We've had a few calls from confused rea.lers, concerning the (brillo) *Dustin* game we gave away in the last ish. They couldn't work out how to pick up objects. Well, just in case you're in the same dilemma — here's how . . .

Using the fire key, you can punch the guards (but you do have to be quite close — and persistant). When they fall over, they will drop whatever object they were holding, and you will automatically possess it. You can 'use' whatever you are holding by highlighting the object at the bottom of the screen and pressing fire again. (The main point is that you have to be quite close and roughly on the same Y axis as the person you want to punch/give something to etc.). Okay. Ahem (you clot). A lime.



"Is that a mango sticking out of your pocket or are you just pleased to see us?"

What a prickly pear! Elliot Ness (Kevin Costner) gets to grips with Jimmy Malone (Sean Connery) in their fight to bring the downfall of Al Caprune and his heavies in the box-office smash film, *The Uneatables*, sorry *Untouchables*. It's a movie full of sex, violence and more violence just the right ingredients for a computer game. Not wanting to miss out on such a pomegranite Ocean has done the dirty deed and copped the license to this thrilling film. Watch out for it! Persimmons (Otherwise known as Sharron Fruits and grown in Essex!)

## Tzers

●Watch out for Rebel, a new label with a lot of big ideas and a lot of big coin-op licences already up its sleeve. Backed by French distribution giant F.I.L., the company has the rights to Taito's *Continental Circus* and *Ninja Warriors*, Temco's *Gemini Wings* and *Silkworm*, Sega's *Shinobi* and Irem's *Paddle Mania*. Conversions of these for the whole range of home micros will be carried out by a number of major developing houses, including Binary Design, Source and Imagitec, and a newly-formed programming team, Random Access. Rebel's first releases are sheduled to appear in late January 1989.

●Simulator supremo Microprose is set to enter the coin-op market with the development of its own range of arcade machines, kicking off next spring with its first product unsurprisingly, a flight simulator. The game, as yet unnamed, will feature exceptional graphics and a realistic cockpit cabinet.

●For two years now, lucky C64 owners have been able to keep themselves amused while their Players' games are loading, by using a little device called the Loadergame. This system, developed by veteran Commodore programmer Andrew Challis, allows the player to participate in a sub-game while the main game is loading. Now, thanks to the efforts of Andrew Severn, Kevin Parker and Jabba, Speccy gamesplayers will be able to utilise a similar system, the Spectrum Loadagame. Watch out for more details on future Players releases.

●In a move that goes slightly against current trends, Code Masters is moving into the full-price market with the launch of a new label, Code Masters Gold. The new label will cover all of the major 8-bit formats, with games selling at £9.99. The first release on the Gold label, scheduled for late Autumn, will be *Pro Soccer Simulator*, a four game package incorporating regular Code Masters features such as a four player option. The four subgames are an 11-a-side league match, a five-a-side indoor tournament match, a street soccer section and a soccer skills game. The company is not foresaking its £1.99 and £4.99 ranges, and there are at least 50 titles lined up at these prices between now and Xmas.

●Having announced a new policy of concentrating on licensed product from now on, Ocean has signed up a number of big names. Conversions from arcade games will include Data East's *Dragonninja* and WEC's *Le Mans*, while cinema licences include *Red Heat* and *The Untouchables*.

●It's pistols at dawn next 'cos Capcom is releasing *Last Duel* pretty soon. A coin-op conversion, written by the team that wrote Street Fighter, it'll be in your shops before sunrise.

●Martech has just announced two fabby new releases which'll be hitting our little ol' moniter screens later this year. The two new games will be be called *Shoot Out* and *Turbo Jet* and the latest gen is that *Shoot Out* is gonna be a good ol' fashioned spaghetti western style shoot 'em up. Go git em, boooy!

# •PREVIEW•PREVIEW•PREVIEW•

# FUTURE SHOCKS

**'What's a-comin' up on th' games front, cousin Billy?' 'I's a-don't know, cousin Joe, but I's a reckuns we's abouts t'be told'**
**'Well, heck 'n darn it, iffun y'ain't right as yoosual, cousin Billy. Whooop!!!!'**

PREVIEW OF THE MONTH

## AFTERBURNER







**Activision**
Vroom, dakka dakka boom! Cramming three megabytes of arcade machine along with a host of hydraulics into yer average Spectrum ain't no easy task, Reg. Certainly isn't Ron © Prisonfeatures Inc, serialised by special permission — our boys are watching, so don't try and rip us off.

Rearranging Sega's mega coin-op flight game so it works on the Speccy has been achieved, according to the team at Activision. And let's face it after nine months of hard work and the combined talents of a programming team never before assembled in the history of press releases, you'd be surprised if they hadn't cracked it.

Furious flying action, including the spectacular 360-degree rolls of the arcade original await you this Christmas, all achieved using routines never before used in the history of . . . And the really good news is that the game will cost you 'a one-time, never to be repeated again in your life pal' payment of £9.99. Can't say fairer than that for protection against paying money to the arcade machine, can we Reg? Certainly can't, Ron.

## ROY OF THE ROVERS

**Gremlin**
Melchester's super striker is a man with a mission, and for once it's more than his soccer skills that are called for. Roy is taking on the might of a yuppie property developer who is keen to renovate the Melchester ground and turn it into parking spaces for Golf GTi's. A charity match is the only way sufficient funds can be raised, so player-manager Roy has to trudge through the mean streets in search of a scratch team and then lead them onto the field in a 5-a-side money-raising game.

The nasty old property developer has scattered the streets with booby traps and ambushes, so faint-hearted gamesters can skip the first section and get straight down to some serious football.

A £7.99 or £12.99 donation to Roy's fighting fund will secure you a chance to help save Melchester Rovers this November.



# FUTURE SHOCKS

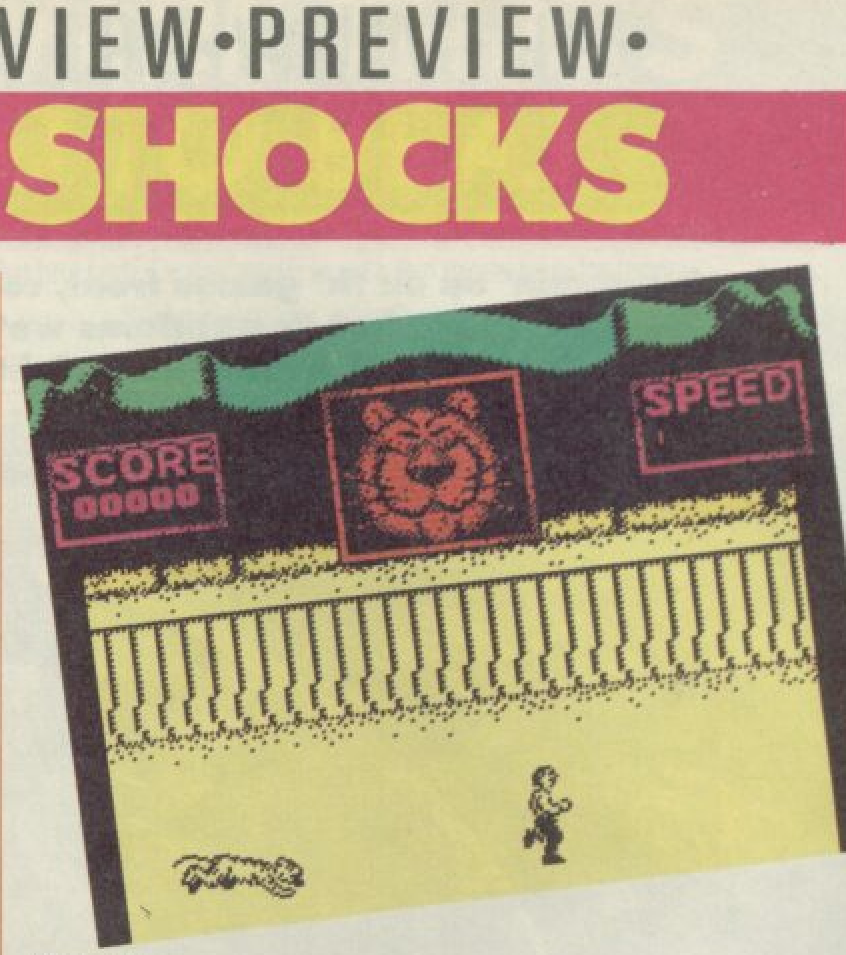
## AIRBORN RANGER

**Microprose**
"ATTENSHUN! Right yew 'orrible lot, we need a volunteer . . . Thank yew very much Private. Collect your three supply pods from the quartermaster, get 'em over to that plane by oh-six-hundred and yew can visit some interesting places, make interesting new friends and kill 'em."

Hup, hup, hup. Twelve missions to attempt in three exotic locations as the Airborne Ranger Corps recruitment brochure lovingly points out. Scroll your soldier in eight different directions and make him run, walk and crawl across the 3D terrain. Blast the baddies with a machine gun or lob grenades, sending them arcing elegantly through the air. Keep your survival skills well-honed and your eyes peeled for hidden supply dumps where extra kill-power can be collected.

It's a man's life in the Ranger Corps, and we're talking solo commando action here. Accept the Micropose Shilling and join up in your local recruiting office — only £9.95 for the privilege, and you should be able to do it today.




## circus circus

**Martech**
"Laydeees and Gennelmen . . . Roll up, roll up for the most exciting show on Earth . . . Six top-class acts from around the world enter our ring to amaze and entertain you . . . Thrill to the spectacle of the human cannonball, gasp at the bravery of the lion tamer, wonder at the skill of the acrobats on our flying trapeze . . . flinch as the knife thrower places his blades within a hair's breadth of the body of his assistant . . . be stunned at the balancing feats of our tightrope walkers . . ."

But it's not all glamour and fun in the Big Top yer know though. Forget this running away to the circus malarkey all the glamorous jobs go the performers an' that bloke in the top hat. Since Lance joined, he's found it's "Lance, wind that handle on the can. Lance, shove that barrel of water under the diving board and make it quick you lazy little frog . . . Lance, go and give the lions a wash and brush up." There's no end to the working day, he can tell you.

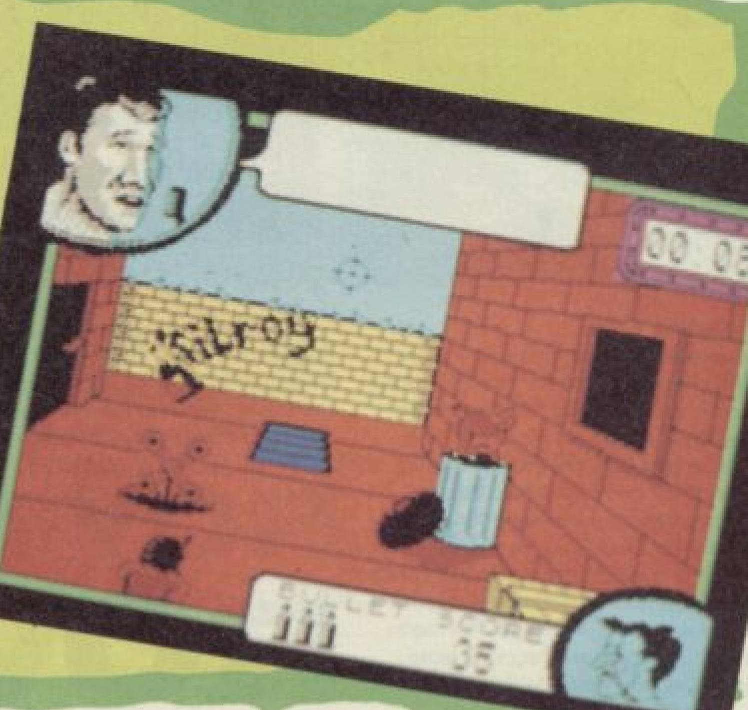
But find out for yourself whether life in the circus is glamour or sweat; enter the ring and waggle the joystick in this acrobatic circathlon. Tickets for the show go on sale in October and cost £9.99 or £14.99.

## SUPERSPORTS

**Gremlin**
"Hip hop hupmobile! It's supersports time again fans, and your ever-luvving host Gonzo Gilbert keeps the action going as another troupe of wacky and zany, zany and wacky contestants enter the five-event challenge that has you happy homesters glued to your Spectrum Screens!

We're going over to *Crackshot*, live from an alley near you, where it's time to blast anything that moves and anything that doesn't . . . No! Wait a minute, the OB cameras are at the Devil Dive site. Thankyew, now it's over to the slate smash (What do you call a girl with a ruth on her head ?) Thank you Gilbert, and it's over to the crossbow event before we catch up with the (ubble bubble) underwater assault course."

Yaay! Another action packed quintet of events from the sport fellows at Gremlin. Admission tickets go on sale in October and £7.99 or £12.99 buys you a seat. Who knows, you might even get interviewed by Gilbert himself.



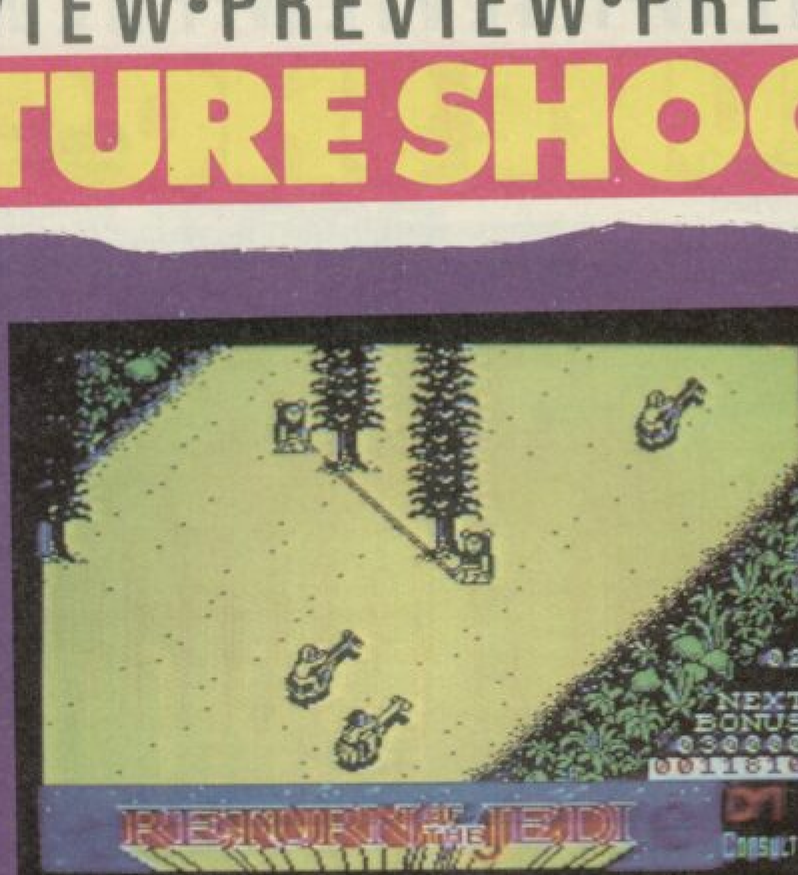
# FUTURE SHOCKS

## RETURN OF THE JEDI

**Domark**
It's goodbye vectors, hello scrolling for the third game in the *Star Wars* trilogy. Following the plot of the films, *Return Of The Jedi* takes up the story as the rebel forces begin their attack on the Imperial Deathstar.

Mounting a speedbike, Princess Leia romps through the forest of Endor, pursued by those faceless, heartless Imperial Stormtroopers. Say 'Hurrah!' as the Princess makes it to the Ewok's village and laugh as the baddies get caught in the traps sprung by your fluffy little allies. Just make sure you don't run into one by mistake . . .

With the pretty Princess safely in the care of Ewoks, take control of Chewbacca's Scout Walker and make your way through logs and rocks to Han Solo — suddenly things go schizophrenic. One moment you're Chewbacca, stomping along the ground and then suddenly you're Lando, up in deep space at the helm of the Millennium Falcon, doing battle with Tie Fighters, then you're back on the ground again. It's enough to make a Wookie wibble.



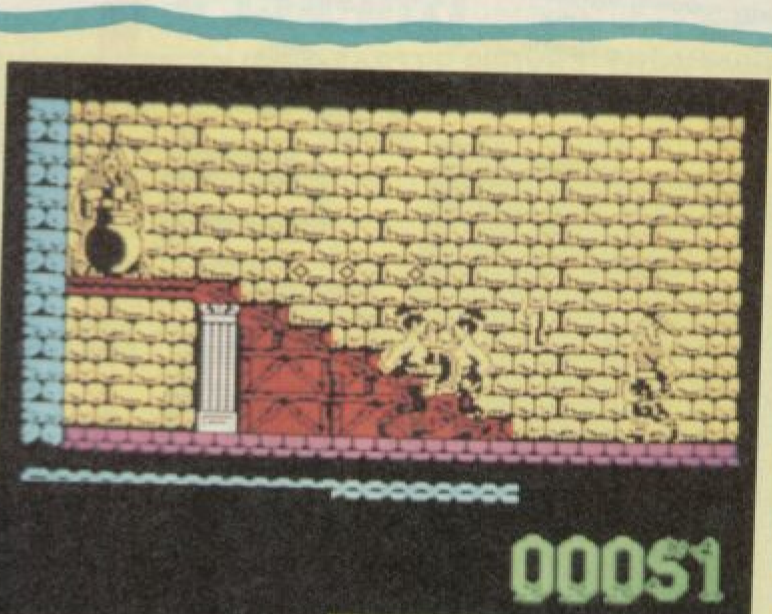

Final confrontation time comes on the run up to a reactor tube that leads to the Death Star's central reactor. You know the story . . . just get out there and re-live it.

The Rebels are recruiting this October — £9.95 allows you to join the alliance for the final run-in.

## ARTURA

**Gremlin**
Times were hard fifteen hundred years ago, even if you were the only son of Pendragon, one of the most powerful men in the world. There was all that chivalry stuff to get the hang of, courtly love and that, and then magic was all the rage with wizards and warlocks wandering the land making life difficult for ordinary souls. And we're not talking Paul Daniels stuff, here — in the 5th Century spells really hurt.

Mystical Rune Stones also played an important part in life around the time Crusaders left for foreign shores. Instead of Amex Gold, you needed a collection of rune stones if you were to make progress and get your chum liberated from the clutches of an evil half-sister. Ghouls, spiders (eek!) and giant rats also roamed the land, along with soldiers despatched by other kingdoms at war with your dad, so a mission to rescue an old friend was a touch more tricky than popping down to the corner shop for a copy of *The Sun* and twenty Rothmans.







## MAD MIX

**US Gold**
Blender software comes of age — take eye of *Pacman*, wing of *Space Invader* and bristle of *Painter*, put them in a 48K memory cauldron, speak the magic spell and out springs Mad Mix!

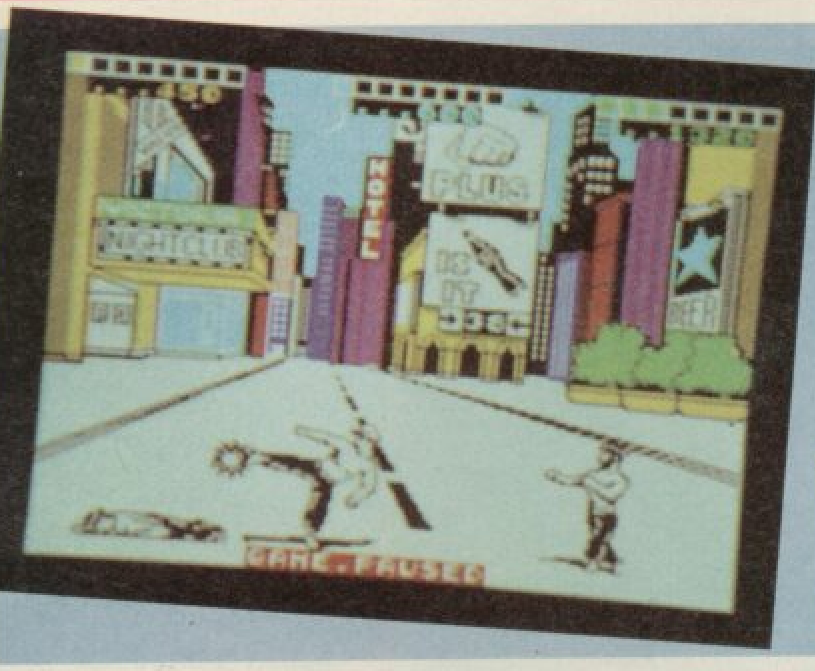
Eat the light bulbs, leap on a pressure pad and become a ghost-stomping hippo or spring onto a runway and mutate into an F-15 jet fighter. The choice is yours. Arcade action from the blender . . .

Anyway, stop reading this and load our demo for yourself. We're not here to spoon-feed readers, are we Nanny? Nursery not.



# FUTURE SHOCKS

## EXPLODING FIST



**Firebird**

Bruce Lee had it easy (he never came up against Teresa, Black Belt in Na'Ka Kiki). You don't get it easy in *Exploding Fist +* what wiv nasty oriental Kung Fu tykes coming at you in twos, but then we're not talking Queensberry rules here me laddio. Kicks, punches, chops and the odd deadly fritter (*Eh? Ed*) will all help on the route to enlightenment and 10th Dan.

Beat up a couple of baddies and you think you've won? Not a bit of it. It's up to the oriental oche for a spot of poison dart throwing in order to dispose of the mob-handed martial artists. Then another deadly duo pops out of the woodwork, with fists and feet flailing — the action is almost endless.

Your only hope is to even the odds: join forces with a friend, and fight as a team. The action starts in December (Cue slushy music, *"I'm Dreaming Of A Fight Christmas"*) and your Kung Fu suit costs £7.99.

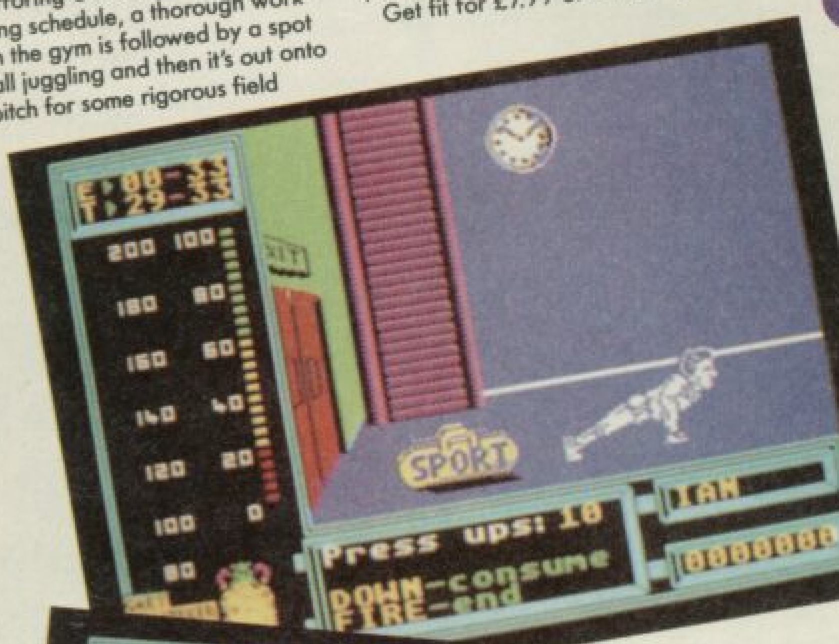
## gary lineker's SUPERSKILLS

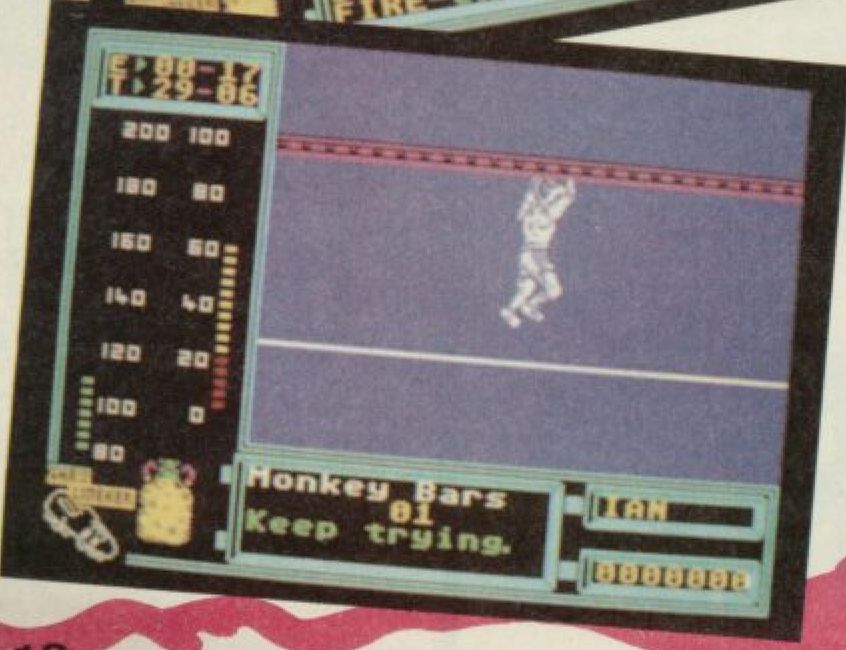
**Gremlin**

"Dedication's the name of the game, ain't it Saint?" "Certainly is Greavsie." And good old Gaz Lineker has come out of *Superstar Soccer* to offer folks the chance to get thoroughly fit, both physically and mentally.

Mirroring Gaz's own rigorous training schedule, a thorough workout in the gym is followed by a spot of ball juggling and then it's out onto the pitch for some rigorous field work. Keeping your pulse rate and energy levels just right during training is vitally important to keeping at the peak of performance — take regular breaks and don't miss out on the odd energy-restoring sherbert. Well glucose, then — none of this brain-fuddling booze for a superfit sporting hero M'lud.

Get fit for £7.99 or £12.99 (disk).




## SDI

**Activision**

Pigs in space! Well not quite, but you'd be surprised what the enemy of tomorrow is prepared to throw at you in the course of a future war. Ronald Reagan's dreams of a Strategic Defence Initiative nearly came true during his Presidency — if the old fellow can get a Spectrum as one of his leaving presents as he departs the White House, he'll just be in time to enjoy *SDI* in the comfort of his own retirement home. After all, he's got the joystick, ready, waiting and primed for this Christmas' release . . .





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*Star letter winners receive three games! All letters win a YS badge.*



### *YS* WITH YOUR PORRIDGE

Firstly take no notice of the address. Hopefully my little visit here will be over in a couple of weeks.

I've been reading your mag for about a year now, and I must say that YS is just about IT! (*Just about what? — Ed*). *Crash* is good, but *YS* has that certain extra 'appeal' about it. As for *Sinclair User*, I had to stop getting that as I couldn't stand it any more — that Kamikaze bear idea is just sooo . . . words can't explain.

I subscribe to your mag and take advantage of the Subs Club. My main gripe though is the adverts in the mag. I'm not saying there's too many, they actually give the mag more 'colour' if you know what I mean (hem hem), but the screenshots are often misleading. For instance in issue 32 the screens on the ad for *Night Raider* look unbelievable, but then in the small print it says that they're from the ST version. My point is that YS is, after all, a Spectrum mag, and I think that most readers would rather see Speccy screens.

Besides all that, I still think that the mag is brill.

**Simon Janda**
**C Wing**
**HMYCC Onley, Rugby**

*The ads we run aren't exclusively for our magazine, or indeed any Spectrum magazine: they appear in all the mags that the particular game is formatted for. That means that if a game is released for all the 8 bit and 16 bit computers, the people who put the ad together might decide to show the game off by using screens from only the most graphically impressive machine (ST or Amiga for instance). It's all just part of life's rich tapestry, I'm afraid — but you can generally tell at a glance if a shot is or isn't taken from the Spectrum. I hope you've got things sorted to your satisfaction viz-a-viz your 'lodgings'.* **Ed**

### JIGGLING JUGGLERS

Your choice of Joystick Jugglers is very (how can I put this) very . . . erm, weird. For example Duncan MacMad, nuff said. Ben and Skippy, who look like *The Proclaimers* and probably sing as badly too. Sean Kelly (wait a minute, did he not win the Tour de France last year?), I thought he was injured but oh no, here he is, juggling his joystick in public (oo-er). Jonathan Davies, a total prat with greasy hair and Nat Pryce (the cost of a small insect, Gnat Price — geddit, ha ha that was funny), a total poseur who wouldn't know a good game if it bit him on the @£**!*&% (Oo-er)! But I love *Your Sinclair* and you!!

**Ian Grant**
**Lanark, Scotland**

*You know the old saying: 'love me love my jugglers (Oo-er), so be careful what you say about that wonderful gang of gamesplayers that we keep locked in the vaults here at Castle Rathbone. Besides, if you think that lot are bad, wait 'til you see the new weirdos that we've dragged up from the sewer.* **Ed**



### FROSTY-HE'S GRRRREAT!

Now exclusive to *YS* — 'How to impersonate David Frost.'
1. Breathe in deeply whilst saying 'Throoo'.
2. Imagine you have been holding your breath for five minutes. (On no account actually do this as it'll spoil the effect — you'll die!)
3. Let it all out (fnurgle wurgle) at once whilst saying 'The keyhole.'
4. If this sounds more like Alan Whicker keep on trying.

**Alan Simpson**
**Belfast, Northern Ireland**

*Hello, Good Evening and Welcome! I can't imagine why anybody in their right mind would want to do David Frost impressions. Why not try this one instead?*
*1. Run 600 miles without stopping.*
*2. Drink a bucketful of slime retaining some in the mouth.*
*3. Don't breathe in for five minutes and then say, "Ah, that man with the ridiculous hat on at the back — do you have any questions for the Right Honourable Mrs T? Sorry that's all we have time for . . ." Gasp!*

*If you sound more like Roy Hattersley than Robin Day you've probably forgotten to put the bow-tie on.* **Ed**

# DOODLEBUGS

**Got an artistic bent? (Oo-er). Got a funny idea? Combine the two, and send the resulting yibble to Doodlebugs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. (Oh, and it might be an idea to use black ink — we've had several side-splitting strips that we couldn't use due to them having been drawn with 29H pencils).**




The style of the first offering may be familiar to some of you, as it's from Hurdieho-land. Yes, that's right — another one from **Mats Sjoblom** from Hagersten. You wibbly Swede, Mats!!




Here's a little strip from **Gregory Staples** of Dronfield near Sheffield. Nifty 'line work', Greg.

# Letters

## HOODWINKED?

Firstly I'd like to congratulate you on your FREE (*Exclusive games unless you've got a sub! Ed*) games! For a mere 50p they're well worth the money.

Secondly I would like to comment on the *Vixen* cover (*Oh not another one! Ed*). I did not find it in the least offensive so don't worry about the people who write in saying YS is a porno mag. The only reason Vixen is clad like she is is because she was brought up in the wild by foxes and you don't see many Dorothy Perkins shops out in the wild (*Well except for Milton Keynes. Ed*). So she can't just nip out and buy the latest designer wear.

Lastly I think you are the cutest girl in the world! Apart from my girlfriend Kristine!

Yours

**Nathan "I'm in love with the Ed' Hood**
**Port Glasgow, Scotland**

*What's your verdict on our latest exclusive cover game? I'd be interested to hear whether YS readers prefer full-price complete games or demos and POKEs — drop me a line and let me know.* **Ed**

## WORDS WORTH

A little while ago I decided to buy a rival mag just for the game on the cover, but when I got it home I was astounded at the rubbish and at how small the reviews were, so I decided to do an utterly weird thing — count the amount of words in an *SU* and a YS review. YS had 10,904 and SU had 7,691. Interesting, eh?!!

*SU* really do love themselves though, have you noticed? I mean, now they're asking people to write in and say how utterly brill they are (even though they're not) and the 'best' one gets a prize!! Even their cover-games feature themselves.

The cover-games on *SU* and *Crash* are fairly rubbish, just demos or @&%£$ games made by weird people that no-one has ever heard of. All in all I can only say that *YS* is a great mag for sensible people and the other two are utter $£%@&.

**Neil Kingham**
**South Woodford, London**

*You're obviously a very discerning reader Neil, so I'll forgive you just this once for not saying how brill I am. But just one thing — how can YS be suitable for sensible people when we've got Duncan McDonald writing for us?* **Ed**



# TRAINSPOTTER AWARD

## TRAINSPOTTER SOAP SPOTTER

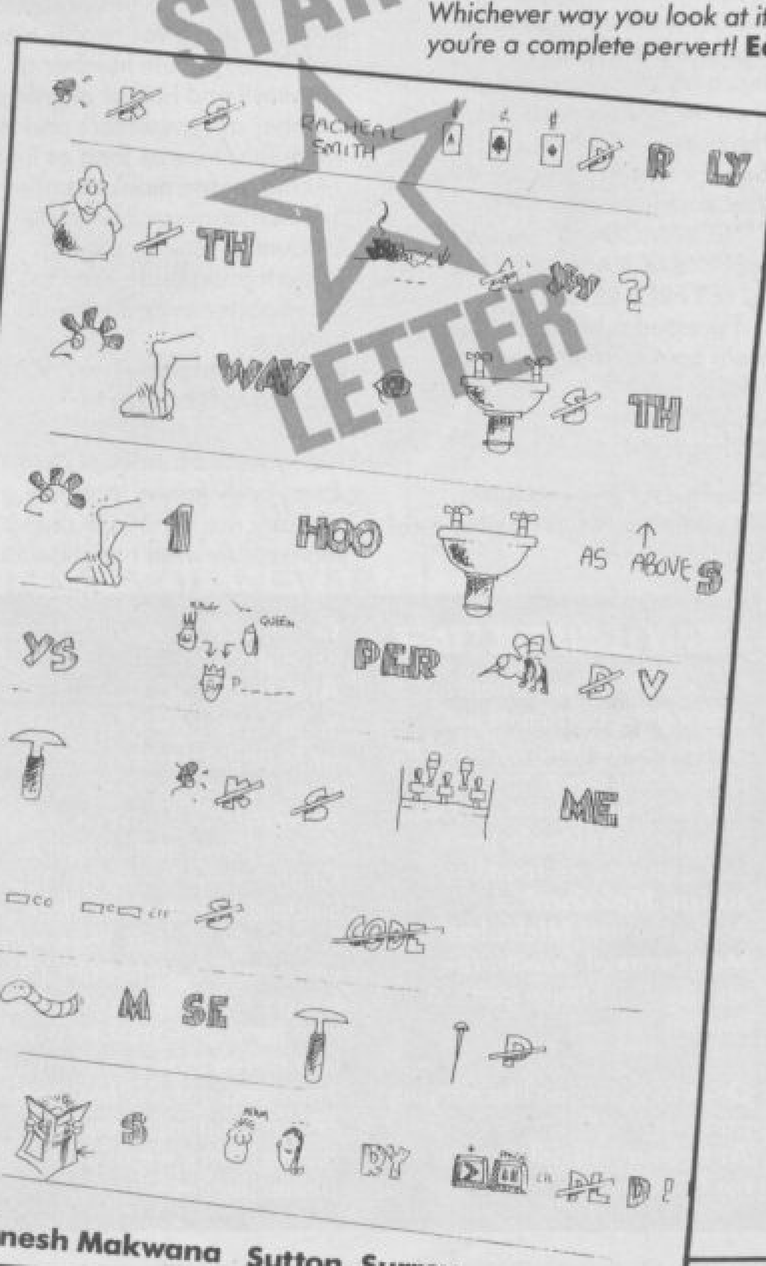
Cue *Neighbours* theme tune . . .
Focus on Ramsey Street . . .
**Charlene:** G'day Scott.
**Scott:** G'day Charlene.
Focus on YS September issue falling through letterbox . . .
**Charlene:** G'day YS September issue.
**Scott:** G'day YS September issue.
**Charlene:** Look at page 109.
**Scott:** G'day page 109. There's a mistake in the answers to *Pete's Puzzles*.
**Scott:** Somebody's put the answer to 'Games, Games, Games' under the heading 'Double Dutch', and 'Double Dutch' under 'Games, Games' Games'!
**Charlene:** I think that YS should send Peter Foster a Trainspotter Award.
Cue *Neighbours* title and cut.

**Peter Foster**
**Palewell Park, London**

*Cue Eastenders theme tune . . .*
*Focus on Albert Square . . .*
**Lofty:** *Awight Chelle?*
**Michelle:** *Awight Lofty?*
**Lofty:** *Ere Chelle! Wot do you Fink of this geezer Peter Foster lookin' for a Trainspotter Award then?*
**Michelle:** *I dunno Lofty, I need space, you're drownin' me, I need to be me own woman.*
**Lofty:** *I'm leavin' you Chelle.*
*Cue Eastenders title and cut.* **Ed.**




*Whichever way you look at it you're a complete pervert!* **Ed**




**Minesh Makwana Sutton, Surrey**

## YS HORRORSCOPES
### By Madame Pico

**Aries**
(Mar 21-Apr 20) This month you'll invent the wheel, but the planet Thalumus-5 moving into your third ascendant means you'll have a few probs at the Patents office. Lucky gardening utensil – the trowel.

**Taurus**
(Apr 21-May 21) This month you stand a 327 to 1 chance of being savaged by a rabid badger. Unlucky countryside fur-bundle-the badger (obviously).

**Gemini**
(May 22-Jun 21) A surprise encounter with an aquaintance of an aquaintance is on the cards this month. The experience may be so subliminal that you won't even notice it.

**Cancer**
(Jun 22-Jul 22) A good month for pretending to be Steve Davis. Lucky writing paper – Basildon Bond 4 gram.

**Leo**
(Jul 23-Aug 23) Oh wonderful, wonderful Leo. The sign of the Zodiac that shines out like a shaft of gold, while all round is dark.

**Virgo**
(Aug 24-Sept 23) Rum goings on in your socks this month. You'll discover you have athlete's foot. (Daley Thompson's foot to be precise – and he's not going to be particularly chuffed about it.) Lucky boomerang-shaped yellow fruit – the banana.

**Libra**
(Sept 24-Oct 23) You'll suddenly realise that McDonald's hamburgers aren't actually 'fast' food at all, but that each burger is individually hand-crafted by one of a team of McDonald's 'food sculptors'. These wizard chefs pour their very souls into each creation, and often include a little 'joke' (such as a missing piece of gherkin, or too much tomato relish). Your lucky construction company boss – Sir Robert McAlpine.

**Scorpio**
(Oct 24-Nov 22) Pluto will be moving into your first house, closely followed by Micky Mouse and Donald Duck's irritating little nephews, Huey, Duey and Luey. Your lucky cement/sand mix ratio (for hard weather pointing) – four to one.

**Sagittarius**
(Nov 23-Dec 21) Spooky goings on beyond our galaxy bode ill for you this month. Cancel all holiday plans. Lucky inflatable beach accessory – the lilo.

**Capricorn**
(Dec 22-Jan 20) You Capricorns are still at the 'trying to break into the world of advertising lark. Your zippy slogan this month (for fish fingers) is 'It's not just fish, it's an eye-less, tail-less rectangle!' Unlucky marine animal – anything vaguely cod- like.

**Aquarius**
(Jan 21-Feb 19) This month you Aquarians will be jumping on the Capricorn bandwagon: attempting to get into the advertising world. Your concept of a product to rival fish-fingers (still cod in breadcrumbs, but bite-sized pieces) which you call 'Fish Toes' will not be received with cries of ecstasy. Lucky sub-atomic particle – the quark.

**Pisces**
(Feb 20-Mar 20) Thanks to the appearance of Mars (the crap-moons planet) in your sign, this month is going to be a brilliant one for accidentally tipping your toast and marmalade onto the carpet. All toast/carpet encounters will result in the marmalade side pointing upwards, saving you the bother of picking out all the hairs, pieces of fluff and discarded toe-nail clippings. Lucky member of Bros – Wossname (the bass 'player').

# Letters

## THE WONDERFUL WORLD OF THE SPECCY

**Every month we invite overseas readers to write in and tell us about, erm, things (and suchlike)...**

I hope you are still in New Zealand, because it's nearly three months since you said you were here (we get YS late down here). Otherwise I could be writing to absolutely no-one.
**Warwick Mitchell**
**Invercargill, Southland, New Zealand**

## THIRST FOR ADVENTURE

Thanks for all the cover-games, but there's one problem. How about an adventure one time, instead of a sport/arcade game? The others were great, but you should try to cater for as many of us as possible — so how about it, huh? I'm not as serious as you may believe, 'cos I'm completely hatstand (fnar fnar yibble yibble). Now, where's my straight-jacket?
**Chris Pieri**
**Minster, Kent**

*You've actually answered your own question in a way, by saying 'you should cater for as many of us as possible.' The fact is that pure adventure gamers only make up a minority of the game-playing public, but don't get me wrong — we know you're out there. Who knows what the future may hold? (apart from Madame Pico) — meanwhile there's always our arcade/adventures.* **Ed**

## MORE JUGGLERS

I'm writing this leaning on a *Championship Sprint* case, mainly because this is all it's good for.

Anyway, I have this problem — I am extremely puzzled at the Joystick Jugglers. What happened to Rick Robson (hamster beard 1988) and Cliff the chainsaw razor specialist? And we have not heard a lot from Gwyn recently!! Have these three brave men fallen into the oblivious depths of Snouty's empty Big Mac boxes? Anyway, say 'byeeee' to Marcus for me (will there still be a Dr B's clinic section?).
**P. Collins**
**Orford, Cheshire**

*Worra Lorra questions! Frankly, we don't really know what happened to Rick Robson, he just put on his snowshoes and nipped out for a minute . . . six months ago! As for poor Gwyn. He and Rachael had a little tiffy-wiffy (something to do with who held the popcorn at the flicks) and the heartbroken young swain has run off to join the Foreign Legion. And good ol' Dr B has no intention of abandoning you poor stranded gamesplayers, so the Clinic is open for business as usual. Finally, what do you mean 'Snouty's empty Big Mac boxes?' Our Phil believes in wasting nothing at all, so he even eats the carton (and the pickle) yeuuchhh!* **Ed.**

## SMALL PRINT

I realise that you may have to shorten this down to fit it on the letters page.
**The Editor,**
**ZX Spectrum Club**

*Erm, yes — I did lose about 3000 words —* **Ed**

I bet you a million pounds you won't print this.
**Robert Church**
**Co. Armagh, N. Ireland**

*I'm sending you my Swiss bank account number!!* **Ed**

Could you send a signed photograph for me to play darts, sorry, to put at the side of my bed please?
**Mark Illingworth**
**Yeadon,**
**Leeds**

*For that you deserve a photo of Eric Bristow (the 'crafty' cockney). Just thank your lucky stars I'm not going to send you one.* **Ed**

## COMMIE INVASION

One day something strange happened to me. I powered up my Speccy and inserted a copy of *Colony* into the tape recorder. I loaded the game up and while listening to the title-screen music I wondered what would happen if I pressed the 'break' key.

Guess what happened? The border went white and the paper went black as if the machine was going to reset, but then the border went cyan and the paper went blue and my Speccy turned into a C64 (spit). The writing read:
***COMMODORE 64 BASIC V2*** 64K RAM SYSTEM BOTH BYTES FREE READY.

I pressed a key and then it went back to the title screen. Weird, eh??
**G. Derham**
**Chingford, London**

*Sounds pretty weird to me. Maybe you own a Commodore!* **Ed**

## MONKEY BUSINESS

Hah! I spotted a mistake in your August issue! Surprise! Shock! Stunned silence! You will find it in the review of *Skate Crazy* on page 31. It has to do with a certain number of monkeys and the law of averages. Quote, '. . . an infinite number of monkeys given an infinite amount of time (and the same number of typewriters) could, purely by chance and the law of averages, reproduce the entire works of William Shakespeare'.

This is, of course, physically impossible. An infinite amount of monkeys would fill infinite amount of space, and there would be no room for one, let alone an infinite number of typewriters. Likewise, an infinite number of typewriters would leave no room for the infinite amount of monkeys.

The answer to this problem is infinitely easy. You simply take half of an infinite number of monkeys and half of an infinite number of typewriters and leave them for twice as long as infinity! (Actually, one monkey and one typewriter given an infinite amount of time would do).

So there! Please send me my trainspotter award without delay.
**Roger 'Smart-Arse' King**
**Knebworth, Herts**

*Call yourself a trainspotter? Everybody knows that they already use an infinite amount of monkeys to write* Neighbours. **Ed**

## KINDLY LEAVE THE STAGE

This month we've not only scraped the bottom of the barrel, we've actually lifted it up and dug down three feet into the boggy yuk-ness it was resting on. Lurking in these putrid depths we found **Julian Marshall** of Abingdon and **Nicholas Megoran** of Scunthorpe, and they had these gems to impart:

**Q:** Why is Europe like a frying pan?
**A:** Because it's got Greece at the bottom.

**Q:** What do you call a fly with no legs?
**A:** A walk.

*Yaaaaaarrrgghhhh!! Those were about the only printable ones (you disgusting perverts!). Got anything? Then write it down and bung it to Kindly Leave The Stage, Your Sinclair, 14 Rathbone Place, London W1P 1DE. You might win a much sought after YS badge. Oh, and we've got a joke for you — a bloke walks into a Newsagent and says, 'Have you got any helicopter crisps?', and the newsagent replies 'Sorry, we've only got plane.' (Bleeeee!!!).*



## ALIEN VEGETABLES

Why does everybody think the Ed is a good-looking woman? She just looks like a human-shaped alien with a cauliflower lookalike hairstyle. I think I deserve a badge now.
**Martin Van Spanje**
**Vondelkade, Holland**

*Bloomin' cheek. My hairstyle has been specially crafted to resemble a courgette. So get your facts right in future.* **Ed**

## PANIC SAVES THE DAY

I am writing on account of your brill, super, magic, wonderful game — *Blind Panic*. My computer broke down. I thought I'll try to load one more game', and the one I happened to try was *Blind Panic*. I thought 'if this doesn't work I'll have to pay to get it fixed (aaargh).

I was surprised when it loaded. I tried other games, but it was the only one that worked. One time while I was playing it, I completed it. After switching it off, I loaded one of the games that didn't work before. To my surprise it worked. So did all the others.

*Blind Panic* mended my computer!

Your magazine is Brilliant, and so say all of us. Three cheers for YS. Hip hip hooray . . .
**Brian Duff**
**Edinburgh, Scotland**



PS. As a token of thanks, I have given you my hand made puppet, Biffo, and a badge.

*Strange things afoot eh? I think that Madame Pico probably had a hand in those goings on — is there no end to her powers? By the way, thanks for sending Biffo to us, he makes a marvellous cup of coffee.* **Ed**

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# ORBIX THE TERR

Worragiveaway! Yes, *YS* has come up trumps yet again. Surpassing everyone's dreams with an original arcade hit. It's not a duff demo, it's the real thing!

*People From Sirus* was good, *Batty* was terrific, *Dustin* was incredible — but there just isn't a word to describe the brilliance of *Orbix The Terrorball*. (Well okay maybe there is — how about magnificent?) It's an original Spectrum hit — a guaranteed winner!

*Orbix* was first released by Streetwise Software, but now, through an exclusive deal with Domark, every *YS* reader can experience the 3D thrills of programmer John Pragnell.

Orbix is the name of your tactical planetary warfare craft, and as supreme commander, your mission is to rescue the survivors of a friendly spacecraft which was forced down onto the planet Horca. To complete your mission you'll have to also re-assemble the craft in which your allies arrived.

To find each of the six component parts of the spacecraft, you need a Federation Property Detector (FPD). This is shown as a small white dot on your long-range scanner at the bottom of the screen, (you're the white square).

Once you pick up the FPD, the long range radar will turn blue, allowing you to see where the next component is situated, (this is shown as a white cross). As you approach the component you'll probably find it in the possession of a moronic factory droid who will normally flee, but if it's cornered, be ready for a fight.

Once you manage to kill the droid pick up the component and make back to base (in the centre of the long range radar). You have to be quick since when the droid is forced to release the component, it is automatically booby trapped to explode in 90 seconds. Ouch!

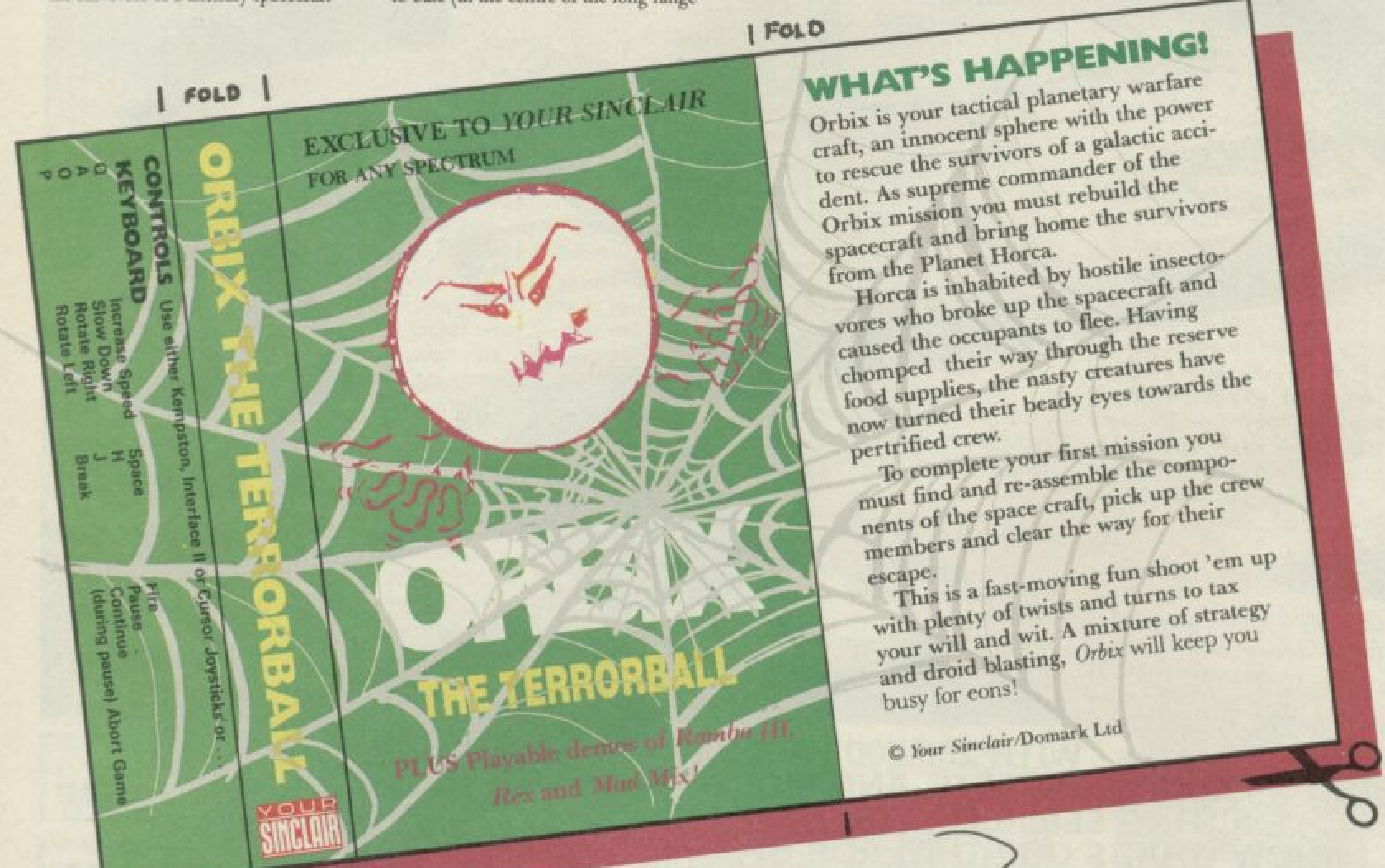
When you reach the launch pad (home base) the component is automatically defused and assembled and you'll then be able to search for the next piece. Once all the six sections have been collected and assembled at the launch pad, you're ready to take off and accept your next mission.

There are eight survivors dotted around the landscape, and although it's not necessary to collect everyone, you do want to be popular back home!

Did we forget to mention the insectovores? Ooops, sorry! You'll find these vicious aracnid-type creatures crawling all over the landscape, and, to make matters worse, they've also created an army of droids who'll chase you relentlessly and perform kamikasi-type acts to stop your progress. Not very nice beings at all.

Orbix has unlimited firepower, but needs energy to maintain its motor and life support systems. Extra energy can be had by picking up the pulsating remains of the enemies Orbix kills. Note that droids and insectovores have limited energy, once exhausted they self-destruct but leave a nasty plasma bomb in their wake. These are instant death should Orbix touch one.

Does that sound simple enough for you? it just shows that *YS* is the only mag that takes its cover-mounted games seriously. Go play it and see!!






## DISPLAYS

**Press B** to see a map of the entire planet, showing the landmarks and hazardous areas.
**Press N** to see a short range radar display — useful for finding marooned spacemen.
**Press M** to return to visual display.

The map screens are vulnerable to attack damage, and may not be available at all times. Check the display option icons on the instrument panel at lower left. Green means available, and guess what Red means? Yup, you can't see that one matey.

If you get hit too much while using the maps you will automatically be sent back to the main screen so you can sort out the damage.

## SCORING

| | *Nasties* | *Point Value* |
|---|---|---|
| **Shooting** | — Insectovores | 100 |
| | — Droids | 200 - 2000 |
| **Picking Up** | — Energy | 10 |
| | — Spacemen | 2500 + Bonus |
| | — FPD | 500 |
| | — Component | Extra Life |
| **Other Bonuses** | — Each FPD unused | 1000 |
| | — Time left on booby trap | Extra Points |

# RORBALL

## FREE TO *YS* READERS
## *PLAYABLE DEMOS*

### THE PEPSI CHALLENGE/ MAD MIX

It's the hottest arcade game ever in the history of the universe — and we've got you a playable demo at absolutely no extra charge!

Take all your favourite games of the past. *Pac Man*, *Space Invaders* and *Painter*, f'rinstance. Put elements of each into a game idea, add the most stunning graphics you have ever seen in your life and you're looking at *Mad Mix*.

Released by the software giant, US Gold, *Mad Mix* has you chasing around complex mazes collecting light bulbs. Sound a bit like *Pac Man*? Well, that's right! But you also can take on the guise of an over-fed hippo or F-15 jet fighter, all with the aim of putting the ghosties in their place and giving yourself a light meal (haw haw!). It's totally hatstand!



But what's the most important thing about this brillo game? Our tape has a playable demo of the whole of the first section — so what are you waiting for, load 'it up!

### REX

Phew, what's this — yet another megafab playable demo! Surely shome mistake? This one seems to resemble Martech's latest clossoll-hit, *Rex*. Hang on a mo, it *is* the latest clossoll-hit, *Rex*. Wowee! Fandabbadosey, and all that. 'Cos we all know that ol' Mercenary Rex is gonna be a winner this Chrimble.

Let us explain the game . . . Rex is a bit of a prehistoric mercenary, that's not to say he's as old as a British Rail Ham Sandwich, but rather he's your actual Dinosuar.



Now Rex is up to something good. He's got wind that some nearby factory is sending all kinda rubbish up out of its chimneys, and your mission is to take Rex in there and do somink about it (git the drift, man?). But how do you do it?

Well, let-us-tell-you what generous Martech came up with, our little créme de ménthes. A demo, especially for you containing a full scrolling description of what Rex gets up to, plus a section for you to try your hand at as well. 'Tis amazing, we hear you cry. "We know" you hear us reply.

### Rambo III
The playable hero

It ain't very often that you can say a game based on a film is better than the film itself — but here's one contender.

Don't push me! Oh, alright then. Here we go, it's the ultimate in one-man warfare, *Rambo III*.

Johnny Rambo takes off to Afganistan (insert your own Afgan joke here), for his latest epic, trying to rescue his one time boss, Col Troutman.

Fighting against the Red Army in the two 3D sections, Johnny is stretched to the limits only to find that in the middle section he must search the heavily guarded prison compound for his old mates.

You won't be able to dis cover the full secrets of *Rambo III* until this Chrimble, but of course, *YS* being who we are, we have an exclusive sneak preview for all of you — and totally playable, too!




So, get your trigger finger in action now for this totally exclusive *YS* demo. You won't see it on any other inferior mag! Go on, get blasting!



# ALL WILL BE REVEALED...

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# NEXT MONTH IN *YS!*

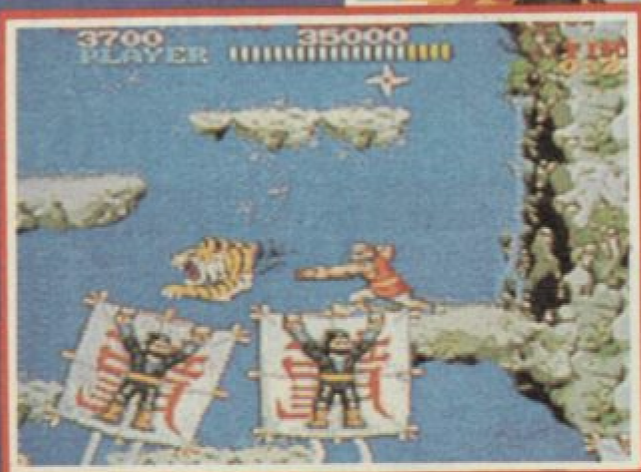
IN THE SHOPS ON 10TH NOVEMBER — GO GET IT!

# TIGER ROAD™

*An ancient tale from ancient China ... land of mystery and intrigue, birthplace of martial arts disciplines. Ruthless Ryu Ken Oh is laying waste the countryside, enslaving children as brainwashed footsoldiers in his army of barbarians. It is you, Lee Wong – supreme student of the Oh Rin Temple – that has been selected to put a stop to this savagery.*

*Your mission is beset by countless enemies – flying ninja, warriors, awesome dragons, acrobatic sumo wrestlers, giants and pikemen, to name but a few. Your journey through endless levels is hampered by many hidden dangers, the rolling stones being but one. You'll need all your martial arts training and skill with the spear, chains and sickle and special snake weapon to seek out, let alone defeat Ryu Ken Oh. And if you attain the final confrontation then pause and replenish your karma in preparation for a furious and bloody battle with the scourge of the Orient.*



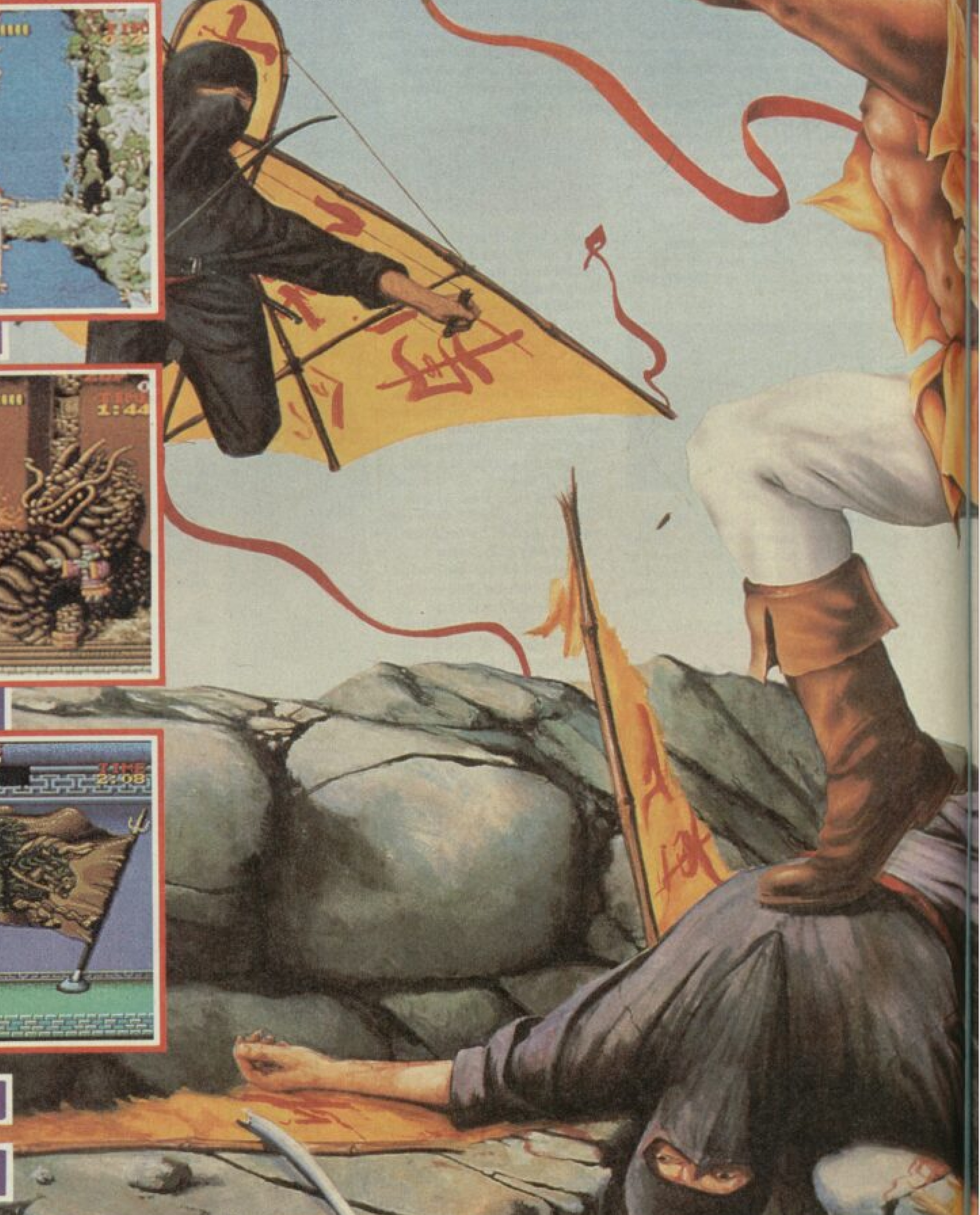










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GIANTS OF THE VIDEO GAMES INDUSTRY

## With ne'er a mention of 'deckchairs up noses' or 'swinging chickens in the air' *Duncan MacDonald* takes a look at Domarks latest smasheroonie . . .




After *Spitting Image*'s Chicken Song (birrova a sell out, as far as I was concerned), what would the *Spitting Image* game be like? I asked myself, feeling just a little bit of trepidation — please please, not a turkey. Well blow me down with a Pope-mobile, my fears were totally ungrounded. 'Cos *Spitting Image,* the computer game, is very funny — and also very playable. It's a case of *Target Renegade* meets some nitrous-oxide.

The object of the game, quite simply, is to save the world, which six power-crazy leaders are aiming to take over. The six power crazy leaders are: the Pope, Mrs 'Thatch', Gorbachev, Botha, Ayatollah Khomeni and Ronald 'Mad-Dog McDonald' Reagan. The six leaders are pictured on the options screen, surrounding the planet Earth (which is pictured as a bomb with a lit fuse sizzling away). Unfortunately, the only way to save the world is to become one of the heinous megalomaniacs and then do battle with the remaining five. So, who will you choose to be?

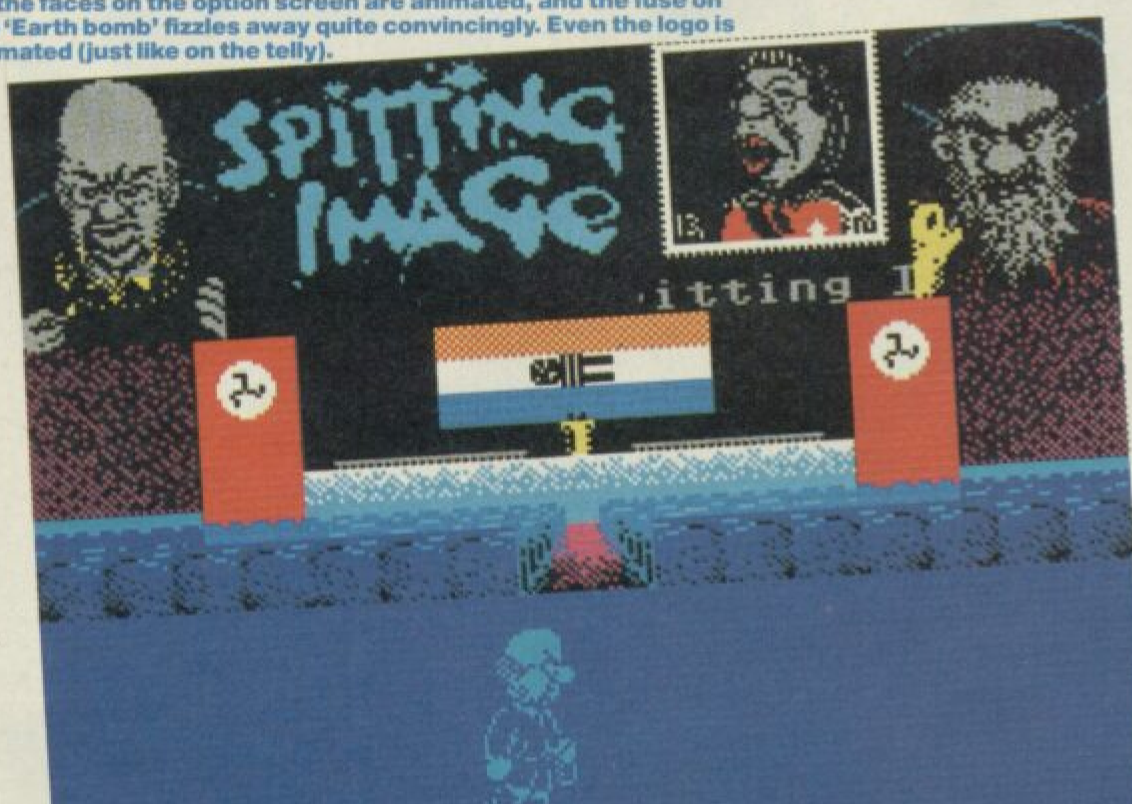
What a horrible decision to have to make. Okay, let's assume you want to play the Pope — select him by placing a 'one finger up' rude gesture icon over his boat-race and press fire. Then decide who you want to fight first, and select them in the same way. Let's, for arguments sake, choose Mrs Thatcher (and why not? She's a beaut Sheila). Boing, and it's on to the fight-screen.

This screen is divided, vertically speaking, into three parts. Top left is a largish animated caricature of your (Popey baby's) boat-race. Top right is your opponent, and in the middle is the *Spitting Image* logo and a pic of the Queen (on a postage stamp). The Queen's lips move and beneath her, apt and witty messages pertaining to the player scroll across in a little box.

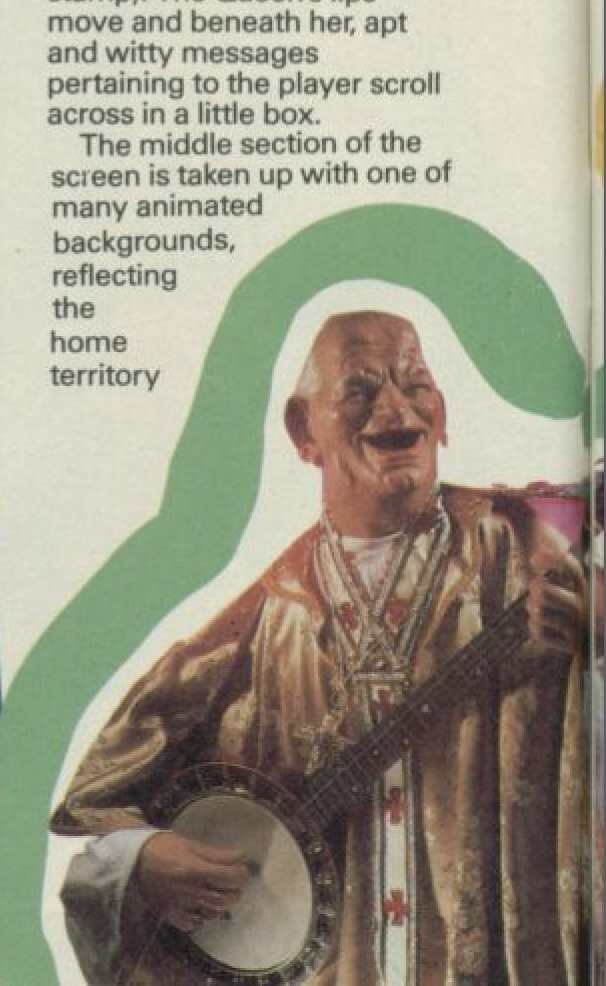
The middle section of the screen is taken up with one of many animated backgrounds, reflecting the home territory




All the faces on the option screen are animated, and the fuse on the 'Earth bomb' fizzles away quite convincingly. Even the logo is animated (just like on the telly).




P.W. Botha's waiting to have a scrap with Ayatollah Khomeni (Khomeni down, the price is a fight). Isn't it 'strange' how the South African flag resembles the swastika?



of the leader you're currently fighting (which in this case, seeing as it's Maggie, is her No. 10 address — with a naughty copper using her letter-box as a public convenience).

The bottom part of the screen is where the fight takes place. Each fight comprises of five bouts — the winner is the first to win three.

As with *Renegade*, each participant has his or her own personal way of fighting — the Pope uses his banjo (which he totes like a machine-gun) while Thatch opts for spitting and using her boxing glove. As a bonus, each participant has a sidekick who can be summoned once during each bout. The Pope's sidekick is a Cardinal who launches condoms as weapons, while if Maggie calls for help, on potters Dennis, and launches a gin bottle at her assailant before he collapses in a drunken stupor on the floor.

If you ever manage to beat all the assailents, there's still one minor problem. Remember there were six megalomaniac spam-heads at beginning of play? Well . . . there's still one left — and let's face it — it's you!

It's final battle time, and now ol' Queenie gets in on the action and challenges you to a mud-wrestling contest at Buck Palace with all the lights turned off. All you can see are two pairs of eyes and the odd splash of mud. And you know how the Queen is renowned throughout the world for her night-time mud-wrestling skills, don't you?

*Spitting Image* (the computer game) has all the trademarks of it's televisual parent. The characters are all modelled brilliantly on the original puppets, the humour is there, the violence is there and the naughtiness is there. It's the kind of game that'll probably cause a bit of controversy when it's released, hordes of irate parents and things like that — but you know what they say, don't you? (*'No, what?' — some* YS *readers*)

'Stiiiiiicckkk aaaaaaaa deckchair up your nose, put your Grandma in the . . .' Yaaaaaaaarrrgghhh!!!

## Fighting Moves and Sidekicks . . .

### The Pope

**Popey pokes enemies with his banjo. He also uses a fire extinguisher. He can summon a Cardinal who flicks lethal condoms around too!**

### Mrs Thatcher

**Ol' Thatch favours her boxing glove but is capable of 'gobbing' people in the face. She can call on Dennis who will saunter on screen and hurl a gin bottle at you. Ouch!!**

### Ayatollah Khomeni

**He has a dangerous Sooty glove puppet, and his beard is capable of throttling foes who get too close. He can call on a second Ayatollah who uses a lit botty burp as a flame-thrower. (Oo-er!)**

### Gorbachev

**He adopts groovy seventies John Travolta dance moves (one hand on hip, the other poking opponents in the eye). He can call assistance from Raisa, who'll hurl her stole accross the screen.**

### Ronald 'Mad Dog McDonald' Reagan

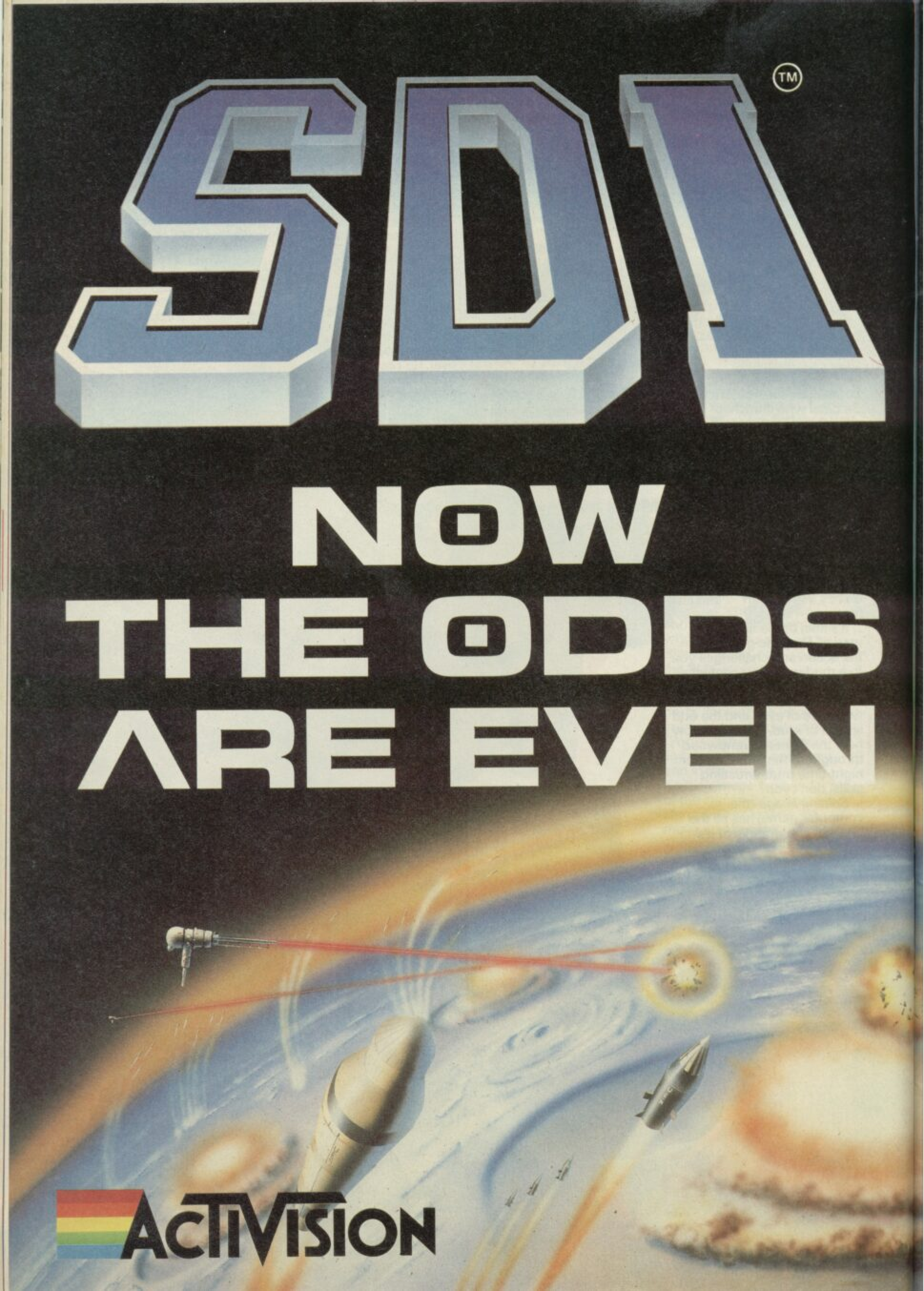
**To match the new TV character, this Ronnie is much less harmless. He head-butts, punches and kicks, as well as wielding a broken bottle. He can summon McDonalds 'Hamburgler,' who zooms across the screen Superman style, packing a hefty punch to the opponents groin.**

### P.W. Botha

**He uses a soda syphon as his weapon, and is capable of doing wee-wee's on his assailants. At his beck and call is a fascist military policeman, who lumbers on screen whacking a black head with a cricket bat.**



| FAX BOX | |
|---|---|
| Game | *Spitting Image* |
| Publisher | Domark |
| Price | £9.95 cass/£14.95 disk |



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Atari ST screen shots shown

Available on:- C64 cassette: £9.99, C64 disk: £14.99
Spectrum: £9.99, Atari ST: £19.99
Mail order: Mediagenic, Activision House, 23 Pond Street, Hampstead, London NW3 2PN Consumer Enquiries: 01-431 1101. Technical Support 0703 229694



SEGA®

**The new Sinclair may not be a Spectrum, but it is an IBM PC compatible! Hoo boy, we're going to have to get Technical *Phil South* to have a look at this . . .**

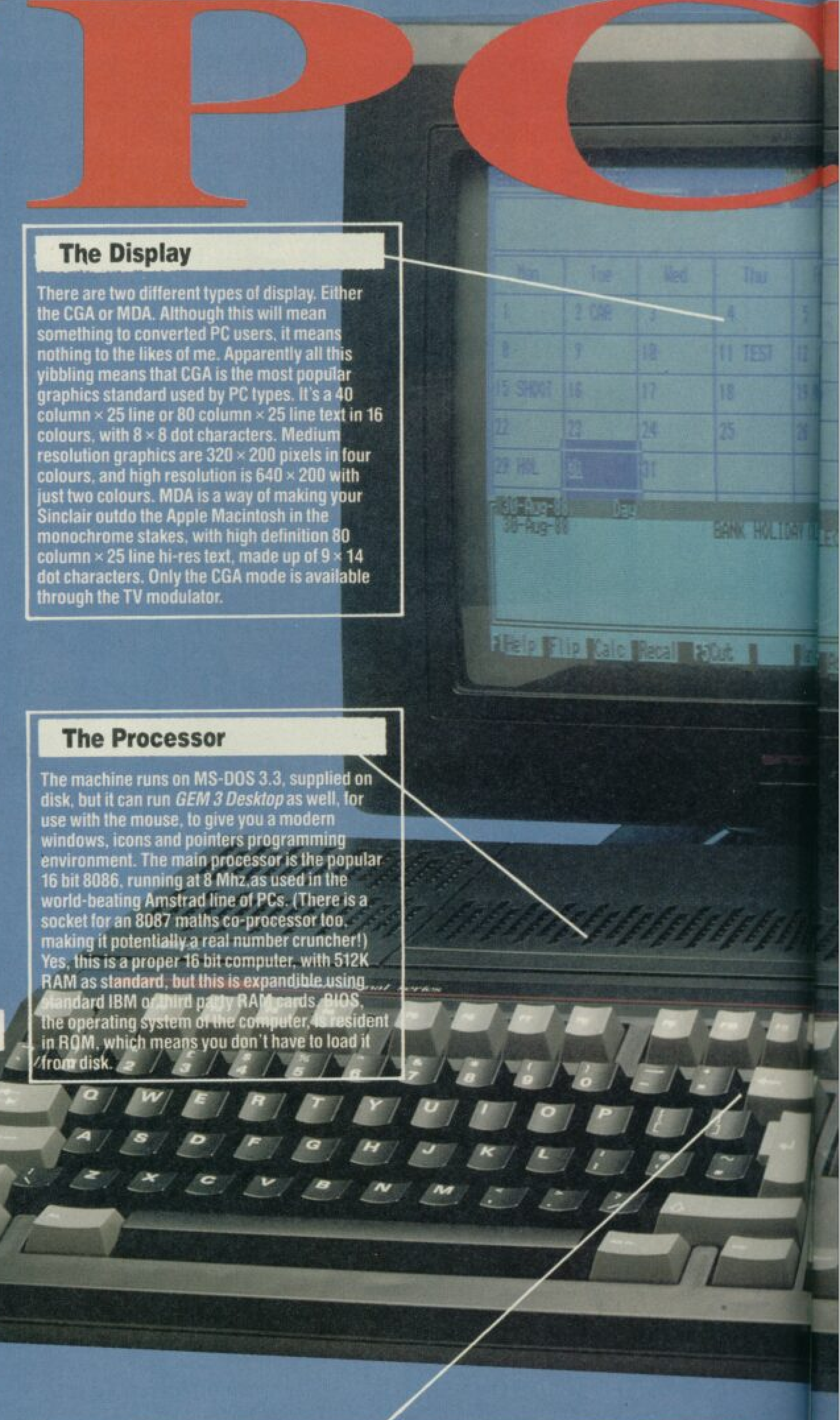
# PC

No, I couldn't believe it either, but after thinking about it for a while, I've come to the conclusion that this new machine is a good thing. It's good for the Sinclair brand, taking it into the nineties with a wry grin on its monitor. It's good for the user, presenting him or her with a range of software unequalled by any other type of machine. And it's certainly good for Amstrad (who bought the Sinclair name in 1985), as it could make it the biggest manufacturer and seller of PCs in the world, and earn it a cow-choking wad of cash to boot. Yep, Alan Sugar is going to be positively surfing in money this time, if he isn't already.

So why a PC? At the risk of sounding like Barry Norman, why not? The world and his mum are buying PCs at the moment, so why shouldn't the Sinclair brand name be up there on the shelves among them? The PC compatible computer is an old concept, but it's a good one, and it has one big advantage — and any computer which has this goes on for years and years and years. And what's this advantage? Slots! No, I'm not being rude, I'm referring to the expansion slots inside the computer which take expansion cards (printed circuit boards which customise your computer to do any job you like — from being a satellite tracking station, to a Desk Top Publishing workstation or an arcade machine with advanced graphics). Okay that's the theory, now for the practice!!

## The PC200

The new Sinclair is a little black box, like all the other Sinclairs. Okay, it's a trifle larger than its predecessors, but there are reasons for that. The computer's casing contains a 102 key keyboard, with proper typewriter keys in black and grey. The top of the machine is slotted for ventilation, and although you could rest the monitor on top and still get the key board, it would probably break the top of the case. The matching monitor is designed to perch behind the machine and look over the back of it. Looking at the PC200 from the front, there's a disk drive built into the side of the case. Surprisingly, the drive's not of the usual Amstrad 3" type, but rather a standard Sony 3½". There's a good reason for this, but I'll get onto that later. There are all the usual ports at the rear of the machine, RS232, Centronics printer, and an on/off switch (hoorah!), but interestingly for this class of computer, there's also a modulator socket for plugging into a TV set. Clean and simple lines, but a very powerful machine. Alright let's whip it apart.



## The Display

There are two different types of display. Either the CGA or MDA. Although this will mean something to converted PC users, it means nothing to the likes of me. Apparently all this yibbling means that CGA is the most popular graphics standard used by PC types. It's a 40 column × 25 line or 80 column × 25 line text in 16 colours, with 8 × 8 dot characters. Medium resolution graphics are 320 × 200 pixels in four colours, and high resolution is 640 × 200 with just two colours. MDA is a way of making your Sinclair outdo the Apple Macintosh in the monochrome stakes, with high definition 80 column × 25 line hi-res text, made up of 9 × 14 dot characters. Only the CGA mode is available through the TV modulator.

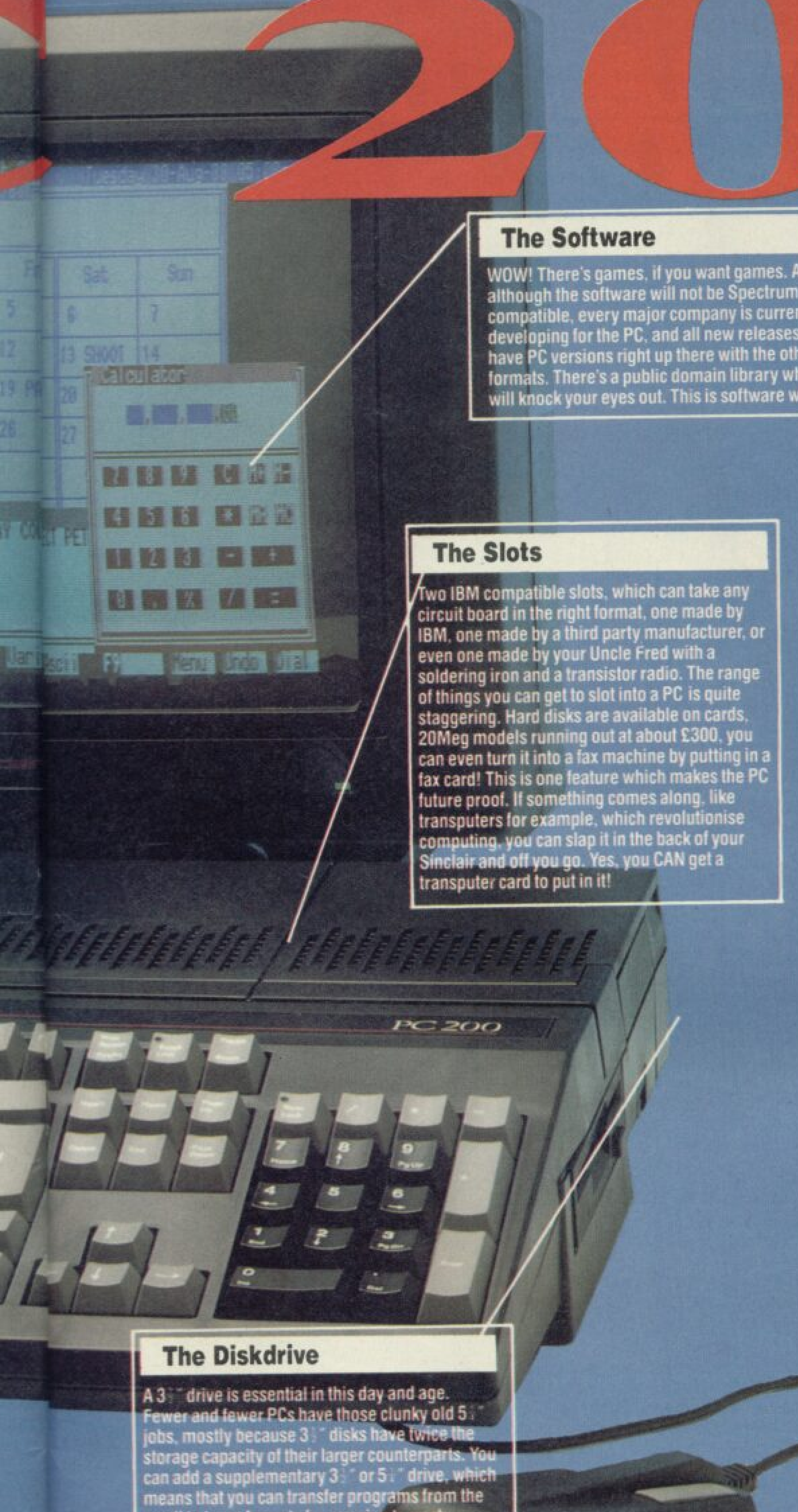
## The Processor

The machine runs on MS-DOS 3.3, supplied on disk, but it can run *GEM 3 Desktop* as well, for use with the mouse, to give you a modern windows, icons and pointers programming environment. The main processor is the popular 16 bit 8086, running at 8 Mhz as used in the world-beating Amstrad line of PCs. (There is a socket for an 8087 maths co-processor too, making it potentially a real number cruncher!) Yes, this is a proper 16 bit computer, with 512K RAM as standard, but this is expandible using standard IBM or third party RAM cards. BIOS, the operating system of the computer, is resident in ROM, which means you don't have to load it from disk.

## The Keyboard

The stumbling block of most previous Sinclair computers has been their keyboards. Well, this is the Professional series, and in keeping with that image, the keyboard is the industry standard, full travel, AT keyboard (the AT is a type of IBM computer, in case you're wondering). The keys are tightly arranged on the compact casing, with the cursor keys, control and ALT keys, numeric keypad, and also a lot of IBM specific keys, like Page Up, Page Down, Home, Delete, Insert . . . all the usual stuff. Oh yes, and 10 function keys, too. The Caps Lock, Num Lock and Scroll Lock keys are equipped with green LEDs to show whether they're on or off. It's a nice keyboard, and believe it or not, you can actually use it for typing!

# C200




## The Software

WOW! There's games, if you want games. And although the software will not be Spectrum compatible, every major company is currently developing for the PC, and all new releases will have PC versions right up there with the other formats. There's a public domain library which will knock your eyes out. This is software written by programmers, hackers and enthusiasts which they don't charge for. It's free to anyone. And then there's the proper PC software. People have been programming this machine for about 8-10 years, and they know all about it. And better yet, programs for the PC run out at about 25 per cent cheaper than other types of computer, because they can guarantee such high sales. You'll never run out of programs for this machine. Ever.

## The Slots

Two IBM compatible slots, which can take any circuit board in the right format, one made by IBM, one made by a third party manufacturer, or even one made by your Uncle Fred with a soldering iron and a transistor radio. The range of things you can get to slot into a PC is quite staggering. Hard disks are available on cards, 20Meg models running out at about £300, you can even turn it into a fax machine by putting in a fax card! This is one feature which makes the PC future proof. If something comes along, like transputers for example, which revolutionise computing, you can slap it in the back of your Sinclair and off you go. Yes, you CAN get a transputer card to put in it!

## The Diskdrive

A 3½" drive is essential in this day and age. Fewer and fewer PCs have those clunky old 5¼" jobs, mostly because 3½" disks have twice the storage capacity of their larger counterparts. You can add a supplementary 3½" or 5¼" drive, which means that you can transfer programs from the small to large formats for carrying to work, college or school. One of the best things about owning this computer will be the fact that it's compatible with almost every other PC in the world? Yep, there are billions of them, and the number is growing every day. It's like having a portable computer in every town in the world.

## The Verdict

There's a very bright future ahead for this line of computers. Anyone who wants a computer, for whatever reason, games, business, pleasure, or school, can take this machine and turn it into anything they want. It's solidly built, reliable, cheap to buy and cheap to run. There are three packages you can buy. The cheapest is just the computer to connect to your TV. With a mouse, GW-Basic, MS-DOS 3.3, GEM 3, and all the manuals, you can walk away with it for just £299 + VAT. With a mono monitor, joystick, a software package called *Organiser* and four games, it's £399 + VAT. Add a colour monitor instead of the mono job, and it's just £499 + VAT. I think it's a fine computer, and I want one. Now where did I throw that transputer card...?

## The Sinclair PC200 Fax Box

- 8Mhz 8086 16 bit processor
- 512K RAM
- Display adaptor running CGA (TV and monitor) and MDA (monitor only)
- Built in TV modulator
- Standard RS232 and Centronics ports
- Built in power supply (hoo-ray!)
- 102 key AT style keyboard
- Single 3½" 720K disk drive
- Expansion socket for additional drive
- Speaker with volume control (yay!)
- BIOS in ROM
- Socket for 8087 maths co-processor
- Two full size IBM expansion slots
- Analog joystick port

- Dimensions: 45cm × 8.5cm × 33.5cm
- Weight: 5.4kg
- Monitors: S-12MM mono monitor, 12", 7kg, 30.6cm × 28.9cm × 33.5cm
S-14CM colour monitor, 14", 10.35kg, 37cm × 35.5cm × 30.4cm

# 2 CHALLENGES TO TEST THE BEST PLAYERS

# FOOTBALL MANAGER 2



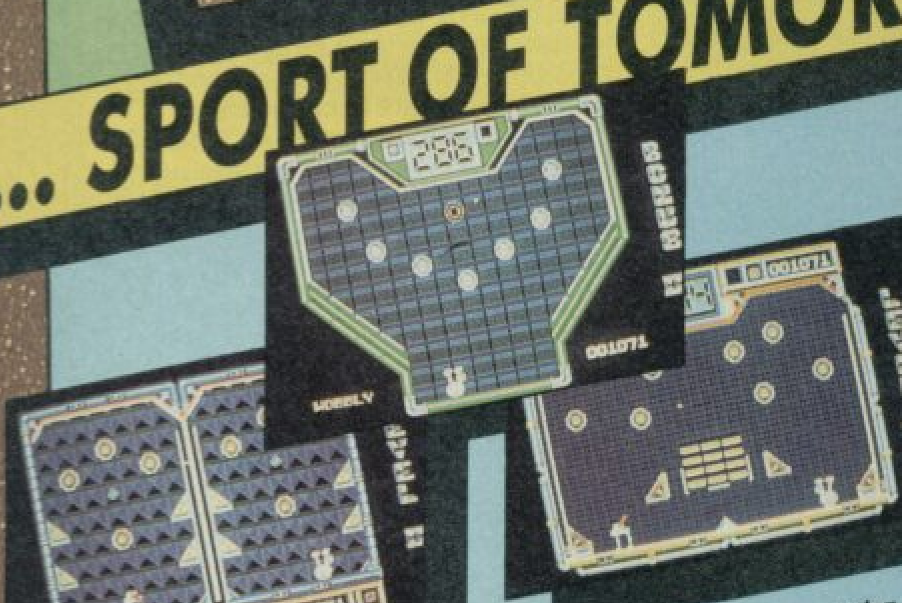

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## ... SPORT OF TOMORROW



Screen shots from Atari ST version.




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GO FOR GOLD, IT'S TOTALLY Addictive

Addictive Games is a division of: Prism Leisure plc, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ

# I Suppose a Fluck's Out Of The Question . . .

**As a matter of fact it isn't 'cos we've got a day out at the Fluck and Law Spitting Image studio and the chance to win a unique Spitting Image puppet of YOU!! (Worth — well, it's priceless really, innit?) Plus there are two pairs of hilarious Spitting Image slippers, five Videos and 25 Spitting Image books for the runners-up.**

Wouldn't it be brilliant to have your own Spitting Image puppet? Just think of all the wizard japes and pranks you could play . . .

'Come on Timmy, it's time you were up' cries mum.

'Just coming, mum' you reply, hurling the puppet down the stairs.

'Oh no' screams mum, 'Timmy's just fallen downstairs and knocked himself out!!'

'It's okay' you reply, revealing yourself (Oo-er) 'it isn't me at all — it's my look-a-like puppet!'

'Thank heavens for that' gasps mum, 'I'm so relieved that I'm going to give you 10 pounds so you can go out and have a really good nosh.'

Or at school . . .

'Are you listening to me, boy???' screams the maths teacher.

No reply.

'I said are you listening to me boy???'

Again no reply.

'Right! Two thousand lines — I must pay more attention in class!' Suddenly you leap from your hiding place beneath the desk, saying 'It's not me, 'teach', it's my look-a-like puppet!!!'

'Ho ho ho' chirps the teacher, 'What a wheeze. Not only will I do your lines for you, I'll give you a fiver and the rest of the day off in which to spend it!'

The possibilities are endless.

HOW TO WIN

So how do you win one of these puppets? Well, fancy yourself as a bit of a Rory Bremner, do you? Reckon that your take-off of Robin Day is the absolute biz? Then you should definitely read on, old sausage. Oh dear, what's that? You're the crappiest 'mimic' in the entire solar-system? Never mind, chum, you can still win some fabby stuff.

The outright winner of this compo, accompanied by T'zer herself (fwoooar!), will be invited to spend a day (Saturday 17th December to be precise) at Limehouse Studios for a tour around the Spitting Image puppet-making factory and the studio where they 'shoot' the programmes.

This compo is being run in several other mags as well, so also present will be their winners and editors. This is where the 'are you good at imitating famous people?' slant comes in . . . it's Opportunity Knocks time.

Each mag's winner will be asked to read out a script adopting the voice of a character of his/her choice. The winner of this ultimate showdown (i.e. the best mimic) will win a Spitting Image puppet of *themself*. All the others will get a pack of Spitting Image goodies. The credibility of *YS* readers is at stake here — but we know how brilliant you all are, and we're quite confident that a *YS* reader will win on the day!

For the not so lucky (but still very fortunate) runners-up, we've got 25 Spitting Image books, five vids and two pairs of Spitting Image Slippers (with little Queenie and Prince Philip figures attached) for bedtime larks.

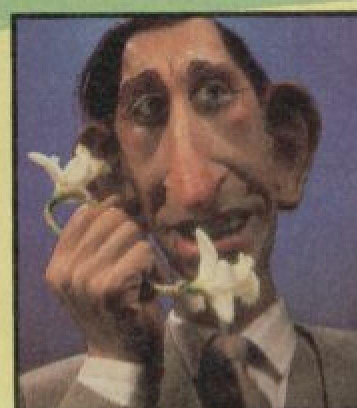
Oh, we almost forgot: Domark will provide lunch and refreshments on the day, but contestants have to arrange for their own travel to and from the studios (so it's not such a good idea to enter this if you live in New Zealand — don't blame us: it's your fault for being born on the wrong side of the planet).

## What you have to do (apart from sticking a deckchair up your nose).

**Have a gander at the assorted puppet piccies and then answer the questions. Eeeerr, quite simple really. When you've done it, cut out the coupon, and send it to Hold A Chicken In The Air Stick A Deckchair Up Your Nose Compo, PO Box 320, London N21 2NB. Entries in by November 15th please.**

## Rules

- **Dennis Publishing and Domark Puppets have got to stay on the shelf for the duration of this one.**
- **Entries received after November 15th will have a hand stuck up their bottoms (Oo-er).**
- **T'zer pulls all the strings, so don't argue with her decision (it's final).**





**I know my puppets (I may be one myself soon), so here are the answers:**

**1) Who's on the end of Neil's nose?**

..........

**2) What kind of flower has Charles mistaken for a 'dog and bone' (the clot)?**

..........

**3) What kind of 'moment' is Maggie enjoying?**

..........

**4) Is Jacko totally bonkers?**

..........

**5) Is 'Sly' a member of the Royal Shakespeare Company?**

..........

**6) Is the Pope catholic? (And does a bear relieve itself in the woods?)**

..........

**Name** ..........

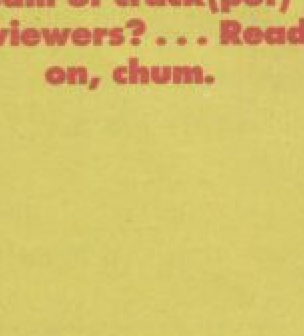
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# SCREEN SHOTS

**What do you get when you cross this months hottest releases with our team of crack(pot) reviewers? . . . Read on, chum.**



**YS Seal Of Approval**
**All games reviewed in Screenshots are finished products.**

# FERNANDEZ MUST DIE




**Image Works/£7.99 cass/£12.99 disk**
**Macca** Fernandez must die. Why? Is it because he subscribes to the *Reader's Digest?* Or perhaps because he's a member of the Liberal Democratic . . .Democratic Social . . . Socialistic Liberal . . . that other party?

Well, no actually, it's because he's a cotton-picking dictator. Not content with merely holidaying in Amigo-land or even just buying a cheap stately home up north, Fernandez has flippin' well gone and invaded a whole country! And I thought the Ed was a megalomaniac *(I am and you're fired! Ed)*.

So it's up to you, the humble, patriotic soldier, to trundle along the vertically scrolling landscape, shooting the foreign scum, freeing prisoners and destroying the eight bases in an effort to save your country and the world's chilli industry.

The scrolling graphics (trees, huts, railways, sandbags, bridges) are seen in the typical overhead view and are in that twilight zone between brilliance and um — average I think the word is. Everything has forced shading for a more 'solid' feel — but a lot of it just looked like dirty cardboard cutouts to me.

The scrolling itself, is a little slow when you are walking and firing, but luckily there is the option of clambering into a car when you find one, and the scrolling speed hots up accordingly.

Your enemies are quite varied. First and most frequent are the hordes of antagonistic soldiers intent on having you as a bloody notch on their gun stocks. Then, there is the odd tank or three which gives you hassle if you hang around too much. And don't forget the invincible spitting speed-boat which sprays rockets everywhere, as well as the many buried mines littering the place.

To combat these you have an infinite supply of bullets and a finite but a renewable cache cf explosive shells that provides access to the rooms.

Which brings me nicely (and quite competently I might add) to my next subject , and why not? The rooms. Their catacombed shapes connect the nine fields together. Passing through them in a strategic order allows you to reach the bases. The rooms also house the prisoners, who are found and freed by blasting their cell doors for extra points.

There are a couple of features from the Nice Touches catalogue as well, all adding to the addictiveness and staying power. For a start, you have a map option, useful for finding your approximate position and the position of the bases in a mass of pixels. Then, there's the brilliant oh-no-you're-not-going-back-to-the-start-when-you-lose-all-your-lives effect. Instead when you start again everything is as you left it, including you, beginning from where you ended. Great.

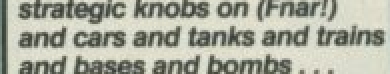
The only niggle I found was the collision detection. It's a bit suspect. Enemies' bullets pass right through you, trucks run you over and you don't die. But clip the uttermost pixel of a mine or tank and hey blamo! you is dead, gringo!

*Fernandez*, although similar to, is not as singleminded as *Commando*. You can double back and even utilise a little strategic ganglion of the old grey matter, instead of just blasting, blasting, blasting, swearing, blasting . . .

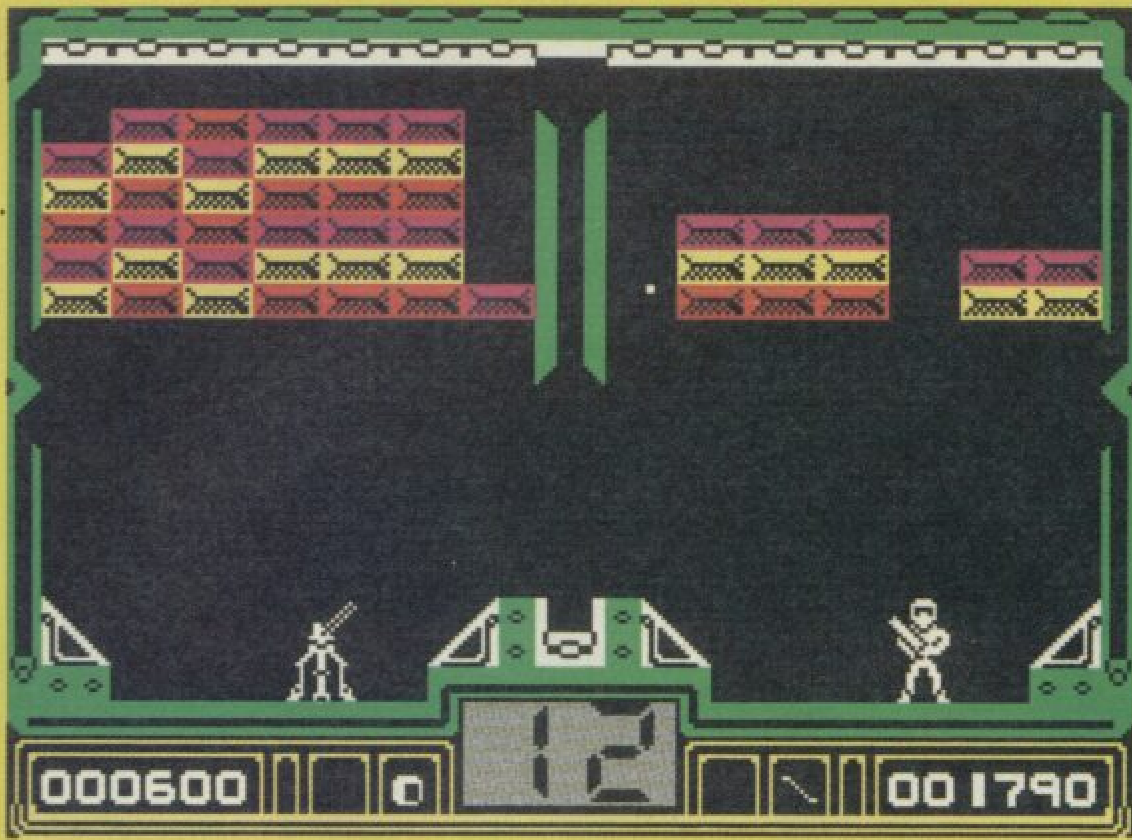



## YS CLAPOMETER

***Commando** clone with strategic knobs on (Fnar!) and cars and tanks and trains and bases and bombs . . . need I go on?*




**8**




# HOTSHOT

**Addictive/£8.99 cass/£12.99 disk**

**Ben 'n' Skippy** An original sports simulation? On the Spectrum?? Surely not! Well that's what we thought, but we were proved wrong because Addictive's *Hotshot* has worked a lot better than some recent sports sims we could mention.

*Hotshot* resembles a wacky kind of pinball crossed with a few elements from *Breakout* and a large splodge of Beyond's *Bounces*. The game is played by two players, and, as always, the computer player is a bit of a pain to compete against (computers always seem to be so good at this sort of thing!). But there is a much needed, and heartily recommended, two player option to liven things up.

Each Hotshotter occupies one half of the screen which is viewed in a similar way to the various *Breakout* games. A ball is shot into the playing area, and the competitors then have to battle it out by pulling the ball away from the other player's side using Graviton guns to gain posession.

Points are scored by shooting the ball off the end of your gun, bouncing it against as many bricks or pins as possible and hopefully catching the ball again to have another go. If the ball isn't successfully trapped the chances are it'll bounce all over you, killing you, or it'll be picked up by the other player giving him a chance to do some point scoring of his own (that is, of course, assuming that there aren't two balls on screen as there are on higher levels — complicated stuff huh?).

The object on the first three levels is to score enough points to qualify for the next. The fourth and fifth levels are similar but they also involve a fight to the death between the two opponents.

There is a great deal of skill involved in playing *Hotshot* well, and there's definitely a knack to getting the ball to land on the end of your thingy (fnar!) without it hitting your other bits (whaaaaaey!). The best part (we reckon) is the animation — the ball slides smoothly all over the screen in arcs and lines, and the players, there are five different sorts, flow liquidly around!

Playability is great; once you suss out the way in which the ball reacts to your efforts, then it gets really fun. Addictiveness is in less abundance, as frustration really sets in after a long session. The two player option works well, the graphics are detailed but minimal, and the different levels should guarantee many hours of boingy, bouncy fun.

## YS CLAPOMETER

*If you're looking for a futuristic sports sim, then check this one out! 'Cos Hotshot is hot!*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**8**

## JOYSTICK JUGGLERS

**They're back! The best and fruitiest games reviewers in the business. Trained to spot a turkey at 3000 yards with their eyes tied behind their backs, they are, as they say, armed and extremely dangerous (except they're not). And here they are (hoorah) . . .**



**Sean Kelly** — James Bond lookalike Sean, being a pacifist, has been busy scouring the video-shops for a copy of *The Man With The Plastic Gun*. We didn't think he'd find one, so we made him stay indoors and check out some games.



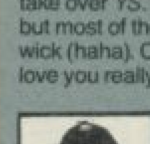
**Ben 'n' Skippy** — The dynamic duo who make Batman and Robin look like, eerr, a pair of masked Superheroes. Ben wears his underpants over his strides, and Skippy doesn't wear any underpants at all — the scamp.



**Jonathan Davies** — The man who is so Jonathanish they named him Jonathan. The ST owner who couldn't bear to throw away his Speccy. Worra sensible chap, eh viewers?



**David 'Macca' McCandless** — When on holiday in Italy he's known as the Roman McCandle, but while here in blighty he's busy trying to take over *YS*. We could wax lyrical, but most of the time he gets on our wick (haha). Only joking Dave. We love you really.



**Marcus Berkmann** — Marcus virtually destroyed his left hand while playing cricket recently. However, we had the technology and were able to re-build it — he's now the only person in the country with a fairy-liquid bottle permanently poking from his sleeve.

## YS SCORES

**10 — A nice no-nonsense number. Will you see it here, though?**
**9 — German for 'nope'.**
**8 — The kind of number you can get away with printing upside-down.**
**7 — Lucky for some.**
**6 — Pick up sticks.**
**5 — The cube-root of a rather larger number.**
**4 — 'Watch out, matey': a golfing term.**
**3 — The 'eternal' triangle.**
**2 — It's company. Add one to get a crowd (or an 'eternal' triangle).**
**1 — Posh for 'I'.**
**x — A variable constant.**

# SAMURAI WARRIOR

**Firebird/£7.95/£12.95**

**Ciarán** Is it a bird? Is it a plane? No, it's a whole bunch of phosphor atoms aggravated into incandescence by a stream of electrons to create something that looks vaguely like a rabbit.

While other software companies are busily waving cheque books at each other for ridiculously uncovertable arcade licences, we find British Telecom surprisingly splashing out for the use of cult comic character Usagi Yojimbo. What gives? (*Not Ken Dodd's accountants for starters Ed.*)

Brainchild of oriental artist Stan Sakai and star of his own increasingly popular comic, Usagi Yojimbo is actually a rabbit from seventeenth century feudal Japan. Please don't worry as that's not as awful as it first sounds. You see Usagi isn't a fluffy wuffy ickle wickle sort of wabbit, he's more the throat-slitting, sword-weilding, never-chicken Samurai sort of Rabbit, who'd punch your lungs out as soon as look at you.

In fact, Usagi is just the sort of rabbit needed to go and free Lord Noriyuki, a young panda who was silly enough to get himself captured by that long-time arch enemy of good and ne'er do well, Lord Hikiji. If Noriyuki isn't liberated soon he's more than likely to end up with an open plan jugular (slashed throat to you) which would severely hamper his chances of appearing centerfold in the WWF newsletter.

So that's the plot: guide the rabbit to the panda and collect a prize, how easy peasy. Yes it would be if Hikiji hadn't alerted his many minions (pig-like things) to Usagi's intentions, or if the roads and trees weren't so casually littered with bandits. On the screen the action looks like this. A sideways scrolling window shows Usagi's movements while the rest of the screen keeps account of our hero's status. As the scenery is scrolled through, various characters, both benign and malign, get in the path of our Samurai rabbit and you should be careful how you make Usagi react to approaching these geezers.

You see there's Karma to take into consideration. Dishonourable conduct (chopping up peasants, not bowing to mates, slicing off the barman's head) attracts a lack of Karma points. A dip below zero and Usagi will be shamed into committing harikari. And since whatever side Usagi slipped out of the duvet this morning was the wrong one, at game start he has absolutely zero (0) karma. Luckily there are plenty of suffering proletariat strolling about who will pay out in the Karma department if you grease their palms with fiscal lubricant.

It's not all love and peace maaann, there's quite a bit of rough and trouble about to contend with, so to cope with this Firebird has supplied Mr Yojimbo with two modes of control; peaceful and aggro. The death-dealing swordplay that Usagi needs to dish out to the local miscreants can be achieved with deft joystick manipulation. Though this is somewhat tricky at first, you'll soon be skipping through the countryside lopping off heads with consummate ease. That's quite a lucrative way to pass the time as many of the attacking bandits you will encounter also carry the odd silver coin.

An energy meter keeps account of current rabbit power while just below that is a similar panel for your current assailant. Cut, thrust, dodge and parry the baddie's meter to zero and he'll bother you no more. Along the way you can re-boost your bunny back to full energy by buying food at oriental service stations, what's more you can have a flutter with the local tout. Every time I tried, my silver was rapidly dispossessed, but maybe your luck will be better.

And that's it. All in all a very nice game. Though the control mode is, as said before, not an instant charmer you will get the hang of it — but just don't try and read what the accompanying leaflet has to say. Well written, informative and concise are not words that instantly sprang to mind after a quick shufty. Still well worth deflowering your wallet for.



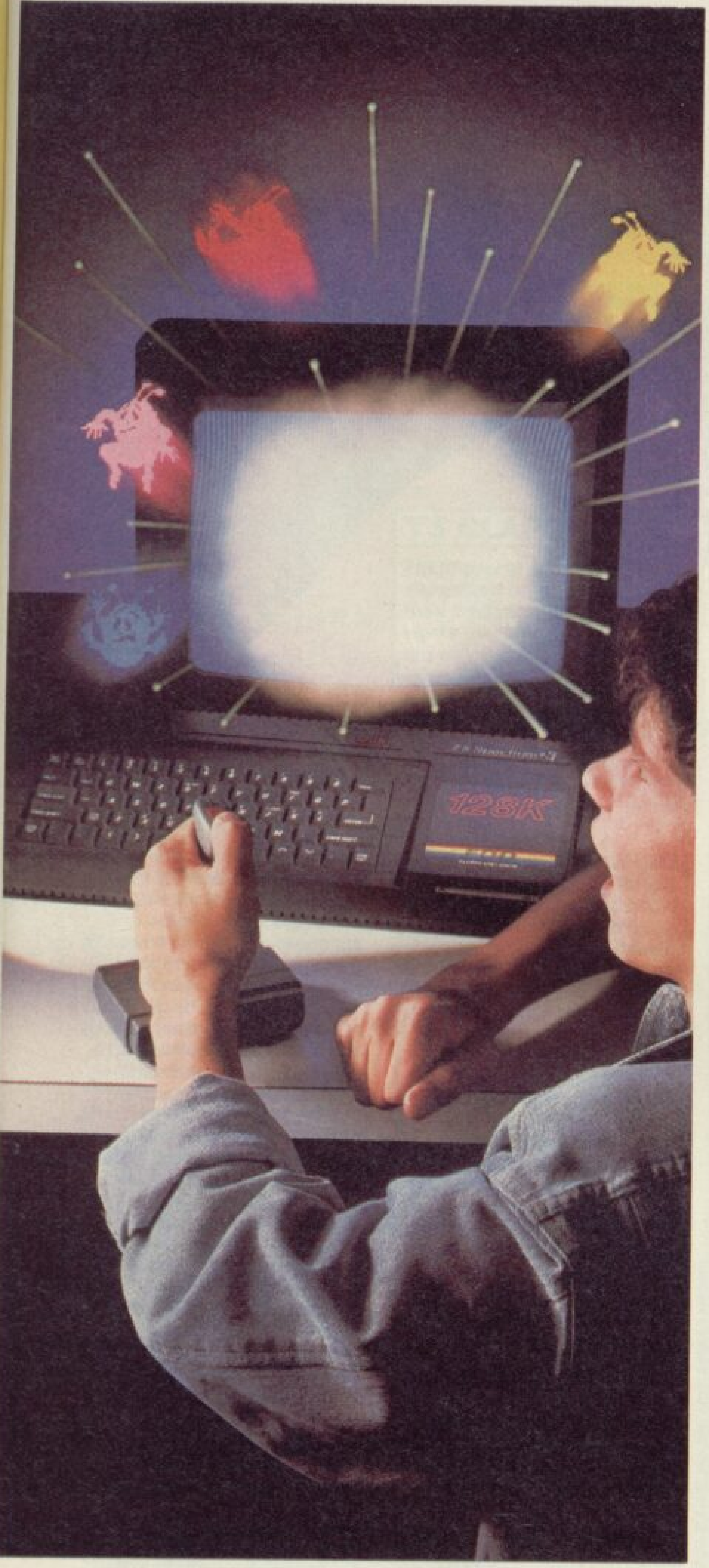

**YS CLAPOMETER**

*Not so much a rabbit stew, but the steak and chips of combat games.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**9**

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# GOLD SILVER & BRONZE

Epyx/£14.99 cass

**Sean** Let's start with some interesting facts about the Olympics. 1. Live pigeon shooting used to be an event. 2. So did Golf and the Obstacle race. 3. This is now out of date because the Olympics has finished, so let's waste no further time and do fifty press ups to prepare for *Gold, Silver And Bronze*, Epyx's latest sortie into the world of people who make me sick by being so athletic.

*Gold Silver Bronze* is one third compilation, two thirds new game. Let me explain. *Winter Games* has been released on the Speccy already, but the two other games in this package, *Summer Games I* and *II* haven't been out for our little rubber keyboards before. There are 23 events in all, making this a sort of Twentythree-athalon, I suppose, and no I'm not going to list them all, (although golf and obstacle racing don't feature) just the most notable.

*Winter Games* is lots of sports from the Calgary Olympics, generally involving snow, skis and ice skates (quel surprise). The Ski Jump, Biathlon (ski around and shoot things) and Hot Dog (do wacky stunts in mid air on skis) were my faves in this game, probably because I found them most easy to get to grips with. In *Summer Games I* the Pole Vault, Diving and Skeet Shooting had a certain something about them, whilst *Summer Games II* included the Triple Jump, Javelin and the Equestrian event (horse riding to you!)

The first thing which I noticed



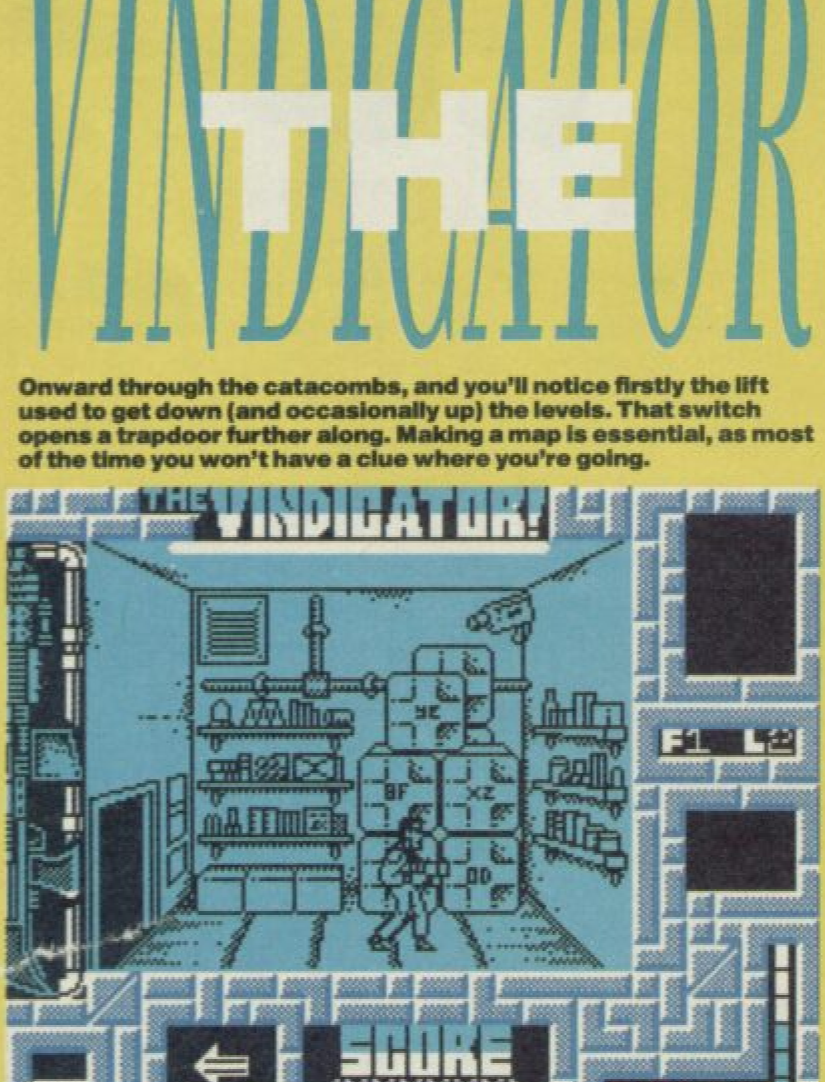
Doing the back flip is easy, it's landing which is impossible!



Landing proves just as tricky on the regular ski-jump. This 'head-first' approach didn't rake in any high scores.

# THE VINDICATOR

Onward through the catacombs, and you'll notice firstly the lift used to get down (and occasionally up) the levels. That switch opens a trapdoor further along. Making a map is essential, as most of the time you won't have a clue where you're going.




Imagine/£7.95

**Jonathan** Standard game type 238b: muscular hero battles against overwhelming odds to defeat some evil person posing a great threat to earth; three fairly trivial sub-sections — each load in separately; almost always has 'Ocean' written on the front.

Sounds familiar? Well here's another one. In this case the hero's called The Vindicator, and the foe are a bunch of aliens from outer space. However, this time they've already done their stuff, and earth is in ruins. Only The Vindicator can save humanity by going in, and taking out the alien big cheese, in his underground catacombs.

For anyone still reading, I'll just point out that in this case the programmers seem to have done a pretty thorough job, and the result is a lot better than I was expecting. Normally in these situations, each level would probably last about two minutes, leaving you yearning for the password for the next one. But not this time! Here's a brief run-down.

Part one, is as usual the worst of the lot, so anyone trying it out in Smith's will probably make their excuses and sidle off. The idea is to wander round a 3D computer complex, opening doors, shooting alien guards and collecting pass cards and bits of the bomb you're s'posed to be building. There are some anagrams to answer too. It's okay, just a bit slow moving.

Part two is a lot more appealing, if a little shallower. It's a scrolling shoot 'em to bits, where you first fly a plane and then drive a jeep. The graphics are great, and move very quickly and smoothly. The plane part is fairly easy, but the jeep bit is another kettle of fish (whatever that means). I liked this part best, although it's not really much better than most budget games.

And finally the third chunk. This time you gotta find your way down the catacombs to take on Gog (sigh). The catacombs are split into loadsa different levels, which you must work your way down using lifts and trip-switches to open trapdoors. Of course, Gog isn't going to let you off that easily, so there are billions of baddies to maim 'n' kill. Again, this section suffers a teeny bit from lack of speed, but not enough to totally wreck it.

To make things a little easier, once you've completed the first part you'll be given the password for the next one, which can then be accessed directly from the menu screen.

So what makes that lot stand out from every other game type 238b you've ever played? Well I just felt that this one looked much more polished than usual, and the various sections are

in this package were the graphics. The screen layouts were all well thought out, and the sprites were for the most part large and well animated. The *Summer Games* also featured a spiffing little opening ceremony, where an athlete jogged along, up some steps, and lit a big Olympic flame, whilst a number of peace doves flew away to their freedom. Very pretty, but on with the review.

Epyx has tried to steer away from the rabid waggling joystick type of event in this compilation/game, and instead success depends more upon good timing and reflexes than breaking your joystick and wrist. This works well in some events, but not in others. Those above are the ones which I found the most appealing, precisely because the joystick control worked well. Some of the 'faster' events, however, such as sprinting and swimming, which are of course less dependent on good timing and more on legging it as fast as possible, didn't work on this system, and perhaps a bit of waggling should have been incorporated into these events to add variety.

One thing which I found frustrating was the never ending re-winding and re-loading of events, tapes, and sections. There wasn't a separate 128 version, so even those with big memories still have to go through this drudgery, I'm afraid. The instructions provided also left something to be desired, and each of the three games seemed to operate with totally different 'front ends' and perhaps having the same keys doing the same thing in all of them would have been easier and more user friendly. Having to re-learn what the joystick did for each of the 23 events was also difficult initially, although by using the 'play one event' option this was overcome after a time.

If you are a fan of this type of game, then this package will doubtless appeal to you, and I am sure that you'll be pleased should you buy it. Personally, I found it a little too bitty and fiddly to really grab me, and perhaps too much like its many predecessors. It does have many redeeming features however, and Epyx has certainly done its reputation no harm with this package.

**YS CLAPOMETER**

*Fiddly sports package more dependent on good timing than joystick waggling, which works on some events, but not on others.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**8**

almost worth playing as games in their own right for once.

The only couple of niggles I do have are the sound — really disgusting tunes, and v. weedy spot effects, — and the multi load 48K.

But what it all boils down to is . . . a very tasty soup. No, I mean . . . three average games for the price of one good one. And if that sounds fine to you, this one carries my recommendation.

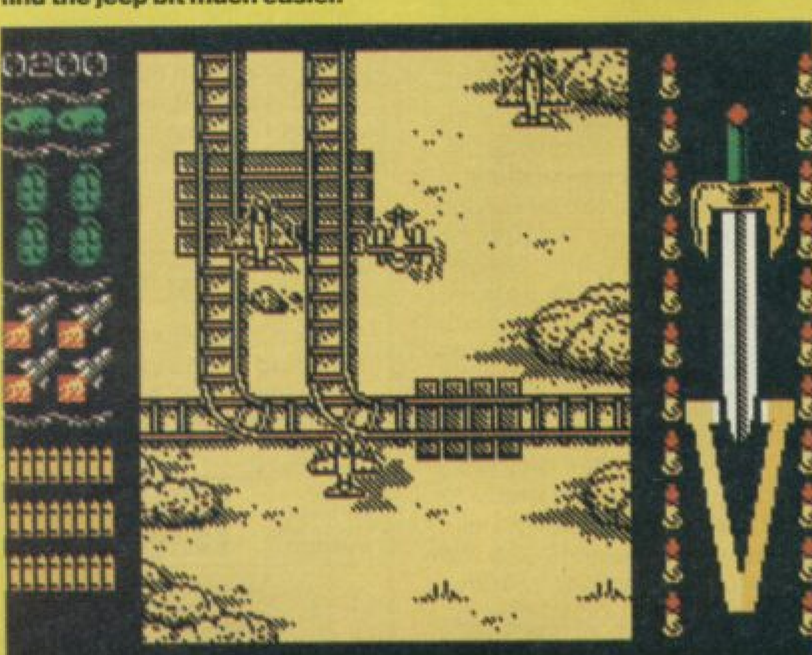
**YS CLAPOMETER**

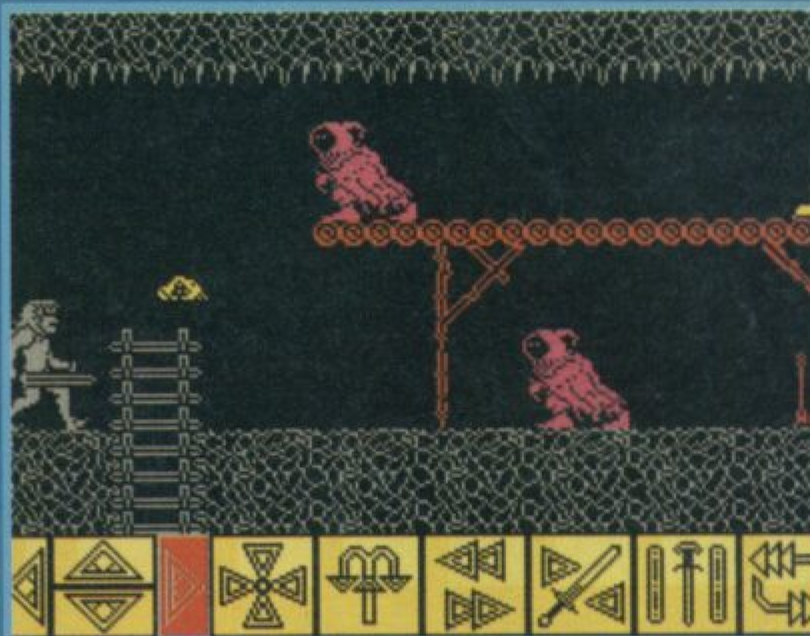
*It's as original as a single by Kylie Minogue (who?) but I could play it over and over again (the game, not the record).*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**8**

**This, as you can probably guess, is part two. If you clear a path through with the plane first (using your limited bomb supply) you'll find the jeep bit much easier.**





# BARBARIAN

**Melbourne House/£9.99**

**Marcus** *Barbarian* was a big hit with ST and Amiga owners earlier this year, coming as it did from one of their fave labels, Psygnosis. And now Melbourne House (Mastertronic by any other name) has bought up the 8-bit rights and knocked out some conversions. So far so bon, ein?

What we're looking at here is another *Rastan/Vixen/Athena* scrolling slice 'em up quest-to-find-the-lost-golden-pillowcase-of-Tharg, or something. You are Hegor the Barbarian, man of muscle and tiny brain, and while you've got your trusty sword, you're always in with a chance. The control system is unusual, but surprisingly easy to cope with, although I'd recommend keyboard over joystick.

Q and W control movement left and right, as normal, while O and P move the cursor along a row of icons at the bottom, which if activated, make Hegor do something more interesting than just wandering about. There's one for fight, for instance, another for moving quickly, one for going downstairs and so on. Fighting requires timing but is otherwise straightforward. More important is standing in the right place at the right time — timing things just right is the secret of survival.

The icons can cause problems, as the game deliberately doesn't explain what they mean. Some are obvious, others deeply obscure, and there are still one or two that I haven't worked out yet. Not that I've needed them, as far as I can make out, so who knows? There are arrows lying around as well, but I get the feeling that this is one of those games in which finding out what's going on is up to you — "part of the fun", as the inlay usually says — so I shall say no more.

Once you've worked out the puzzle that each screen boils down to, *Barbarian* is quite easy, certainly to get into. I suspect that it's quite large, and so fairly tricky to complete, but there's a saminess in the graphics, no doubt caused by the Speccy's notorious limitations, that begins to pall after a while. Still, I do keep having just another go, usually between every sentence of this review. See, there was another one. My own feeling is that people who thought *Karnov* was an morçeau de gateau will find this a dead cinch, but as I thought *Karnov* completely unplayable, I quite like this. I don't know about you, but I HATE shelling out a tenner for a game that I can't get beyond the first screen on — this presents no such problems. Whether it has true lasting fun-potential, though, is another matter entirely.

Overall though, I was pleasantly surprised. The conversion is very professional and to be honest, rather better than Melbourne House's usual standard. My only real moan is that it's not amazingly fast. Hegor doesn't exactly rush about (unless you click him into Rush About Mode, upon which he whizzes all over the place, generally getting killed in the process). Control, though, is very user-friendly, as you can press movement buttons and icon buttons at the same time — and both actually work! Now, I think there may just be time for one further game. How am I going to get past that accursed wizard . . .?

**YS CLAPOMETER**

*Fairly easy slash 'em up based on the 16-bit hit, and nowt to do with Maria Whittaker! More addictive than it looks, too.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**7**

# PINK PANTHER

**Gremlin Graphics/£8.99 cass/£12.99 disk**

**Jonathan** It's clear from the pink cassette inlay, and pink instruction leaflet that this game has definite pink connections. Even the tape itself is, er, red.

*Pink Panther* is a game that's been around for a while on those big, juicy 16-bit machines, but I won't go on about that — I know how tetchy you all get. Let's just say that it got a pretty cool reception, and unfortunately it looks as if this conversion will meet a similar fate.

With his credit limit reached once again, PP has decided to get a job as a butler. There are four jobs to choose from, and he has to buy smarter, more expensive clothes to qualify for the better-paid ones. The idea is that once he's wangled his way into the job he'll be able to do the rounds (once his lordship's in bed) and clean up.

There are three options on the title screen. Press 'up' to buy clothing and 'left' to choose a job. Pressing 'right' prints a flashing desert island on the screen and the game locks up. This would be fine, except I must have done it about 6,357 times by accident, so I spent most of my time re-loading the darned thing. Still, at least the gameplay whiffs of originality, obviously a result of its German origins.

Once inside the house of his choice, PP discovers an unfortunate fact: his employer's a sleepwalker. So unless PP can stop his employer bumping into things as he wanders around, PP's employer will wake up and catch him in the act. But luckily, there are a number of ways to prevent this. The simplest is to face the chap and press 'fire', which will push him in the opposite direction. Ringing a bell makes him turn in or out of the screen. There are also catapaults, and boards which can be left around the place to point him in the right direction.

Another snag is that as always the formidable Inspector Clouseau is on the trail, and he'll have to be avoided too.

It has to be said that the graphics are quite good in this game. Considering the critical lack of the colour pink in the Speccy's palette the programmers have made rather a good job of it, if you don't mind the slightly garish colours and the obligatory attribute-clash.

But unfortunately, despite the nice graphics and original design, the whole thing just fails to come together. The way the sleepwalker responds to your attempts to control him seems a little erratic, and the system of choosing objects is far too slow to use at awkward moments.

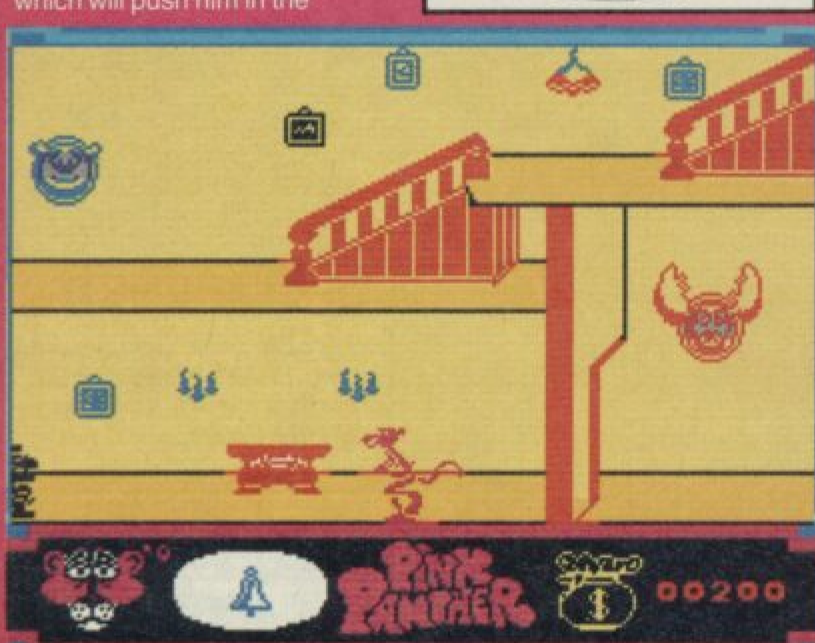
So, in a wrapping-it-all-up-nicely sort of way, I'm sorry to report that this one seems to be a bit of a wasted licence. A shame, really, considering the thought that must have gone in to it. Give it a miss and you'll be tickled pi . . . *(Snip! Ed).*

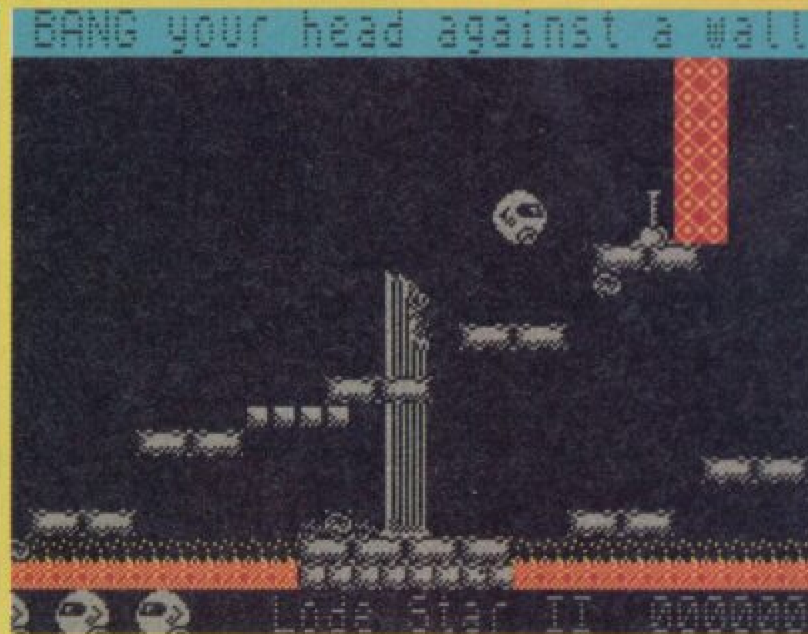
**YS CLAPOMETER**

***Original, but a bit of a berm to play if you ask me.***

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**5**




# 2D GAME MAKER

**CRL/£8.95 cass**

**David** Let's face it, I went wild when this package hit my doorstep, but so would anyone who's ever tried to get to grips with Melbourne House's 'cos anything's gotta be better than that for DIY game-making. Hasn't it? Well *hasn't* it??

Well, no! *2D Game Maker* is definitely worse. It starts with a demo game with a fair number of screens being loaded along with the designer, into the Spectrum. The graphics are of a reasonably high standard and the animation is very smooth. Unfortunately, it's all bad news from then on. The only thing that moves is your character, so the quality of animation isn't surprising and the scrolling messages are trite — even if they are a nice touch. Objects picked up once reappear next time you reach the screen, so at least you can build up reasonable scores.

The demo is the graphic adventure type where you have to pick up objects and use them in other rooms. You pick up the objects by accessing a menu using the 'Function' key. But the function appears to be 'Zap' 'cos all I ever managed to achieve was a complete crash. Also beware entering names for saving/loading your game designs (another bug in my book) since too long a name causes the program to crash back to Basic.

The default cursor keys are the familiar Q, A, O, P and M for 'fire'. Keys 1-5 are used in the object design screens, and allow some of the functions to work with a joystick.

But to add to the user-unfriendliness of the thing, the QUIT option of some menus is absent in others, so to get back to a previous level, you have to start from the beginning and work down again. In the screen design function, each time you want to place an object the menu comes up again — which makes for really slow screen design. All in all, there's a noticeable lack of continuity between the menus, how you get to them and what to do once you get there. At least the icons on the main menu bar are somewhat recognisable.

After a short while, it is soon apparent that the only games that can be created are ones very much like the demo — platforms or flat graphic adventures — so the possibilities are absolutely endless if repetition turns you on. The 'fire' key is entirely pointless as the only moving sprite is the controlled character, — so no shoot 'em ups.

And there you have it. A cumbersome, highly complicated utility for creating pretty but boring games. Avoid, avoid, a thousand times avoid.

**YS CLAPOMETER**

***Designer boredom. A utility involving 3D effort to create 2D games of 1D possibilities. Perfect for masochists.***

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**3**

# ACE POWER!

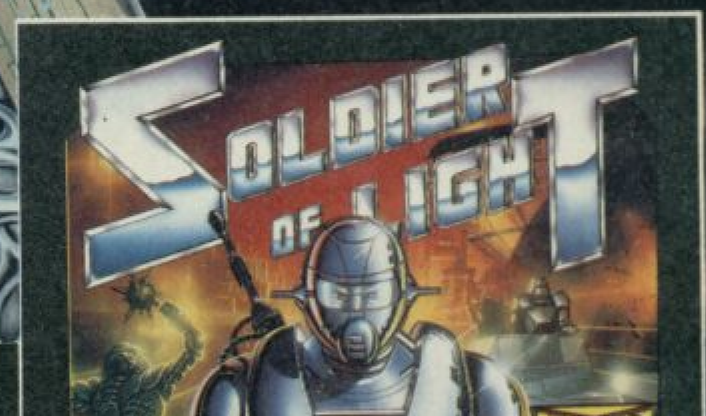





## ACE

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## FULL PRICE GAMES

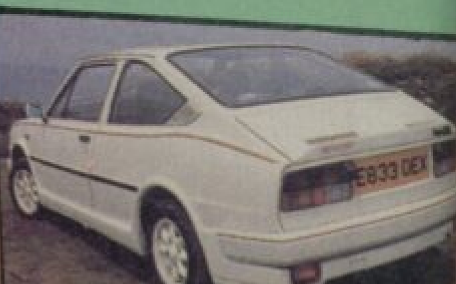
| This Month | Last Month | Game/Publisher |
|---|---|---|
| 1 | (NE) | **Daley Thompson's Olympic Challenge/**Ocean |
| 2 | (1) | **Football Manager II/**Addictive |
| 3 | (NE) | **Road Blasters/**US Gold |
| 4 | (2) | **Target Renegade/**Imagine |
| 5 | (RE) | **Street Fighter/**Go |
| 6 | (4) | **OutRun/**US Gold |
| 7 | (NE) | **Empire Strikes Back/**Domark |
| 8 | (NE) | **Mickey Mouse/**Gremlin |
| 9 | (8) | **We Are The Champions/**Ocean |
| 10 | (NE) | **Karate Ace/**Gremlin |

## BUDGET GAMES

| This Month | Last Month | Game/Publisher |
|---|---|---|
| 1 | (NE) | *Bombjack*/Encore |
| 2 | (1) | *Air Wolf*/Encore |
| 3 | (RE) | *Ghostbusters*/Encore |
| 4 | (9) | *Super Stuntman*/Codemasters |
| 5 | (RE) | *Raid*/Americana |
| 6 | (NE) | *Saboteur*/Encore |
| 7 | (NE) | *Gauntlet*/Kixx |
| 8 | (NE) | *Metrocross*/Kixx |
| 9 | (NE) | *Battleships*/Encore |
| 10 | (2) | *Frank Bruno's Boxing*/Encore |

## Top ten songs with words in the title replaced by Skoda

1 *Doctorin' The Skoda*/The Timelords
2 *With A Little Help From My Skoda*/Wet Wet Wet
3 *Get Out Of My Skoda (Get Into My Car)*/Billy Ocean
4 *Fast Skoda*/Tracy Chapman
5 *Where Do Broken Skodas Go?*/Whitney Houston
6 *Rok Da Skoda*/Beatmasters
7 *The Skoda That Jack Built*/Jack N Chill
8 *Don't Leave Me This Skoda*/Communards
9 *Skoda (How Low Can You Go?)*/Simon Harris
10 *I'm Dreaming Of A White Skoda*/Bing Crosby



The blame for that weighs heavily on the shoulders of Philip Crabtree of Sheffield. By the way, what do you call a Skoda with a sun-roof? Answer: A Skip! Har har.

## TOP FIVE ANNOYING THINGS THAT SCANDINAVIAN TOURISTS DO IN LONDON

1 Appear out of nowhere when tube train doors open and mill about in teutonic confusion causing total blockage both in and out of the train.

2 Stand stationary on the left hand side of escalators, and even when they move to the right you still can't get past their rucksacks.

3 Have 'a trendy' red streak in their hair which they remove on return to Scandinavia.

4 Stand in circles on the pavement with their giant rucksacks pointing outwards saying "Jurgen Jorgen Jargen" to each other.

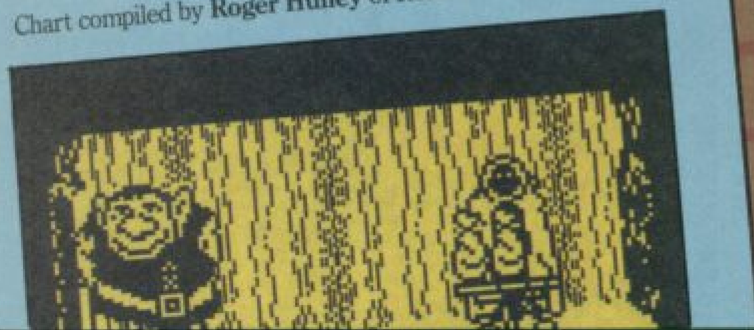


5 Block your view of cinema screens by (a) being too tall and (b) wearing silly hats.

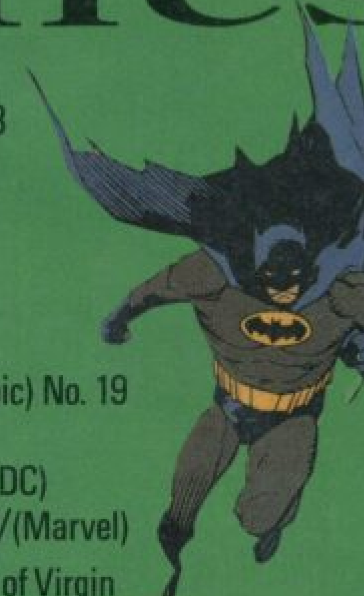
# ADVENTURES

| This Month | Last Month | Game/Publisher |
|---|---|---|
| 1 | (2) | *Smashed*/Alternative |
| 2 | (1) | *Time & Magic*/Mandarin |
| 3 | NE | *Mind Fighter*/Mediagenic |
| 4 | NE | *Werewolf Simulator*/Top 10 |
| 5 | NE | *Not A Penny More*/Domark |

Chart compiled by **Roger Hulley** of R&R Distribution



# COMICS



1. ***Batman: The Cult***/(DC) Part 3
2. ***Cosmic Odyssey***/(DC) No.13
3. ***V For Vendetta***/(DC) Part 44
4. ***Hellblazer***/(DC) No. 115
5. ***Swamp Thing***/(DC) No. 796
6. ***X-Men***/(Marvel) bi-weekly
7. ***Light And Darkness War***/(Epic) No. 19
8. ***Black Kiss***/(Vortex) No. 39
9. ***Batman/Detective Comics***/(DC)
10. ***Nick Fury: Agent Of SHIELD***/(Marvel)

Chart compiled by **David Tarafder** of Virgin Comics (London)

● Another stormy chart this month, with a lot of movement in the lower reaches causing all sorts of bubbling noises at the top.

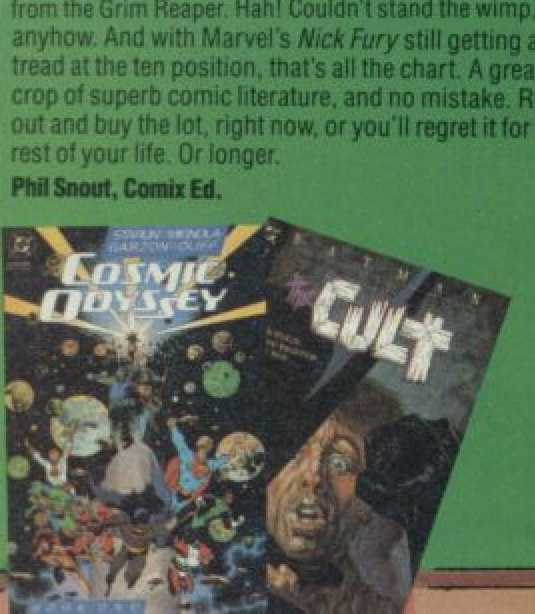
*Batman: The Cult* is leading the running this month, and there's every reason to believe that, as it's a brilliant comic, just itching to be read by anyone with a penchant for Mr Bats. This is the penultimate episode in the series and sees Batman leaving Gotham City seemingly defeated for the very first time.

Number two this month is a new megacomic from DC containing all the DC superheroes, Batman, Superman and the rest in a bid to save nothing less than the entire cosmos! *Cosmic Odyssey* is also interesting because it re-launches Jack Kirby's New Gods characters as part of the story! (You probably don't remember them. But ask your big brother or your Dad, they'll know who Jack Kirby is.)

*V For Vendetta* is still being brilliant at number three, and you can tell Alan Moore from me I don't care HOW much he earns, he can still write a good comic. Nice to see the *X-Men* still in the chart, but where's Wolverine's own mag? Not a light. Still, *Uncanny X-Men* has just gone bi-weekly, so I s'pose you can't complain.

Batman is in again with the *Batman I Detective Comics* title, due to a crossover event in the two 'zines. Who Killed Robin? Find out as old Redbreast gets his call up from the Grim Reaper. Hah! Couldn't stand the wimp, anyhow. And with Marvel's *Nick Fury* still getting a re-tread at the ten position, that's all the chart. A great crop of superb comic literature, and no mistake. Rush out and buy the lot, right now, or you'll regret it for the rest of your life. Or longer.

**Phil Snout, Comix Ed.**




# RACHAEL'S BACK ROW FILM REVIEW

## BIG (PG)

*Tom Hanks, Elizabeth Perkins*

They say that size doesn't matter, but all the girls I know like them B-I-G, particularly if they also look like Tom Hunk . . . sorry, Hanks!

Thirteen year old girls seldom want to be seen around town with twelve year old toy boys, much preferring super cool, mature, older men of at least fifteen summers. That's the problem for pipsqueak Josh Baskin, until he's on an ancient fairground arcade machine and suddenly becomes 35-year old Tom Hanks . . . which is plenty grown up enough for me!

Unluckily his family is less happy with the transformation and think the bonus sized newcomer has kidnapped little Josh, so he's forced to flee home, aided by best friend Billy. What's to be done? Well, he could start by consulting Judge Reinhold who had the same problems in *Vice Versa* a couple of months ago. But despite the surface similarities, *Big* measures up in the imagination stakes.

For starters Josh has to get a job to pay for his slum room in New York while he waits for the carnival to return to town. But as luck would have it he lands a position punching data into the computers of a toy manufacturer and pretty soon he's on his way up the yuppie ladder because, unlike the other ulcerated business types, he understands just what kids really want.

Unluckily being 12 doesn't prepare him for all aspects of adulthood, and while it's fun to fill his apartment with every toy he could ever want, what's he to do when one of his female colleagues falls head over heels in love with him? Find out how he solves his Big problems in a film that you're sure to grow into!



## THE HOUSE ON CARROLL STREET (PG)

*Kelly McGillis, Jeff Daniels*

It's 1951 and the good ol' US of A is in witch hunt mood, snooping out reds under every bed and persecuting anybody who isn't a true blue commie hater. The general paranoia leads to a lot of innocent bystanders getting caught in the flak — normal people like Emily Crane who aren't in the pay of Moscow, but who won't rat on their friends when they're dragged before the courts.

That's the starting point for this gripping political thriller, which proves you don't need car chases to keep you on the edge of your seat. Sacked because she won't testify, Crane is forced to take a menial job reading to an old lady. But one day as she wanders in the garden she hears German voices drifting through a neighbouring window — and realises that there's something very odd about the house on Carrol Street!

Unluckily as an 'Un-American' citizen, Crane is in no position to go to the police with her suspicions. In fact the FBI is already keeping its beady eyes on her, in the hope that she'll lead them to a nest of reds. But luckily one of their agents isn't quite so paranoid as the rest of the Feds, and when he realises that she's onto something, they start to investigate what's happening at the mysterious mansion themselves.

The carefully constructed tale of detection takes them from the house to a top-of-the-world finale high above Grand Central station. Tough broad McGillis is great (yea strong women!) and Daniels is ultra-cute as the FBI good guy. See your estate agent about checking this desirable residence immediately!



# The Camouflage Stick



So, you want to be a mercenary but can't afford the face-paint used in daytime jungle-raids? Fret no more, 'cos Clowny™ bring you the cheap and cheerful *Camouflage Make-Up Stick*. Working in the same manner as lipstick or Pritt (the non-sticky stuff), a gentle turn to the bottom, of the three inch long tube forces the business end out at the top. But what a business end, chum: all the hues of sun beaten-vegetation and dirt ready to be applied to your 'boat'. Rub it on. Go on, you'll love it.

Clowny™ kindly offer a few suggestions on when to use the make-up stick, and here they are: sporting events; parties; Rock 'n' Roll Concerts and Halloween. So you could (with camouflaged face) begin an evening with a quick game of badminton, followed by a dinner party and finish off by popping out to a Phil Collins gig. All you have to do then is skulk around in a darkened room for a month or so, and then spring forth onto the unsuspecting streets for a bit of 'trick or treat' camouflaged mayhem. Oh joy!

And it's not going to cost you an arm and a leg, either. The price on this rip-tooting 'fashion' accessory? A mere £1.99, matey, from all good toyshops everywhere.

# THE JOY OF STICKS

*We've waggled our way through the joystick jungle to bring you the latest test on the firepower of ten top joysticks*

If you're a real games addict you'll know how important a good joystick is. Games have moved on a bit since *Pacman* and *Space Invaders* where all you had to do was move left and right and blast the fire button every now and again. Then you could use the same joystick for all the seven games on the market.

Nowadays, however, computer games are much more demanding and varied — shoot 'em ups, beat 'em ups, fly 'em ups, waggle 'em ups, steer 'em ups and even fry 'em ups — they all need differing degrees of precision, manoeuvrability and strength. Which is why you need a damn good joystick for the job — and there are plenty to choose from. So there's no excuse for a bad game player to blame his tools!

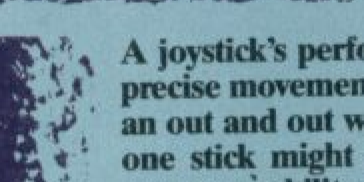
But which joystick is best for the games you play? Which joystick do you choose? There are thousands. And you've only got twenty quid.

Well, it just so happens that we've got a run-down on 10 of the most popular sticks on the market — read on to find out which one covers your every need.

## THE GAMES

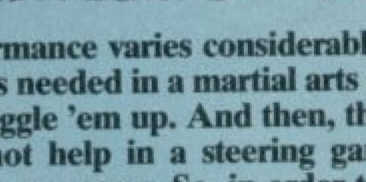
**A joystick's performance varies considerably from game to game. The precise movements needed in a martial arts game become redundant in an out and out waggle 'em up. And then, the strength and slackness of one stick might not help in a steering game where full control and manoeuvrability is necessary. So, in order to test the joysticks fully, we chose three different titles to strain those sticks to the limit. *Target Renegade* tests for precision, *Daley Thompson's Olympic Challenge* for strength and *Skate Crazy* for manoeuvrability. And to make the contest even harder we asked three hot gamesplayers to give us their opinions on which sticks they preferred.**

### Target Renegade



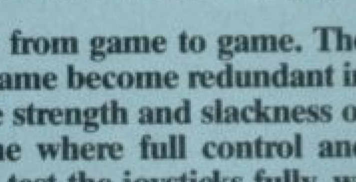
*A beefy beat 'em up. All that punching and kicking and butting requires a stick with easy access to diagonals and fire buttons, plus the ability to move slightly and quickly in any direction.*

### Skate Crazy



*A loose and bouncy roller skate game, needing a combination of ease-of-movement and well positioned fire buttons for that sudden leap. A stick for this game will also need a strong shaft to resist those frantic circular steering motions.*

### Daley Thompson's Olympic Challenge

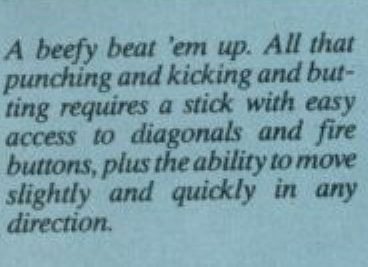


*The meanest, the baddest and the toughest waggle 'em up in existence. The constant waggling environment requires a stick with excellent strength and good speed, coupled with a sturdy desk hold and well contoured grip.*

## THE JURY

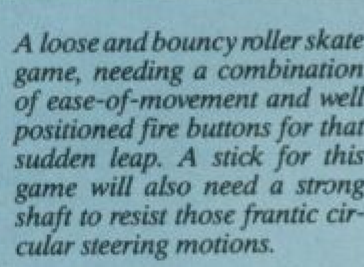
***Yes, solemn of face, tough of opinion, stingy of money, and ravenous of hunger, here are the three jury members, unswayable by money (or cheeseburger), ready to deliver their verdicts on the guilty sharp sticks.***

### Steven Brewer



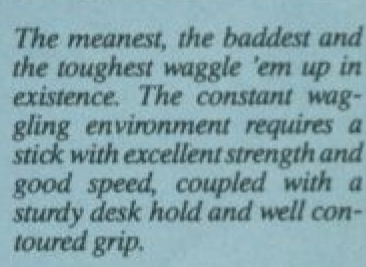
***Age:*** *16*
***Sex:*** *Male*
***Dist Features:*** *Inane grin*
***Computers:*** *Speccy, QL*
***Fave Rave:*** Gauntlet
***Hobbies:*** *Grinning inanely, being enthusiastic about nothing*
***Fave Music:*** *U2*

### Miles Tudor



***Age:*** *16*
***Sex:*** *Twice a . . .* (Snip. Ed)
***Dist Features:*** *Bloodshot, knackered eyes*
***Computer:*** *I ain't got one, but if anybody's offerin'?*
***Fave Rave:*** Target Renegade
***Hobbies:*** *Sheep-spotting, train-spotting, spot-picking*
***Fave Music:*** *Prince*

### Howard King



***Age:*** *16*
***Sex:*** *Male*
***Dist Features:*** *'boyish good looks' Splutter!*
***Computer:*** *Speccy 48K*
***Fave Rave:*** Robin O'the Wood
***Hobbies:*** *Boasting about his handicap (golf), kicking the dog 'bout a bit'*
***Fave Music:*** *Queen*




SPECTRAVIDEO QUICKSHOT 2
SUNCOM TAC 5
CHEETAH 125+3
POWERPLAY CRUISER
RAM DELTA
PRO ACE
SUNCOM TAC 2
KONIX SPEEDKING
TERMINATOR
VOLTMACE DELTA 3S

# THE STICKS

## Spectravideo Quickshot 2

The Quickshot 2 is the father of most joysticks today, but its age does not show in its design. It has a square base, and a wide, sharply contoured handle as well as three fire buttons and an auto fire switch. It's four suckers stick relentlessly to any surface. The shaft is long and loose, which provides a fairly slowish response. The diagonals are difficult to locate in a hurry and it can't handle double movements (such as flying kicks) too well. It excels waggle-wise and the auto-fire switch is easily flicked on by the wrist. But despite all these faults, it works remarkably well in all games.

**Steve**: 'Its slackness click irritated the hell out of my moody sister.'
**Miles**: 'One old timer that's still up there with the new ones.'
**Howard**: 'Ooh I'm a sucker for the suckers!'

**A little slow, a little tempremental, a little noisy — but what do you expect from a four year old joystick? Recommended.**

## Suncom TAC 5

Now here's a very striking joystick — its beige and grey colouring is very chic, good-looking and elegant. The bulky square base sits on four studs and its size makes it unmoveably solid on a desk top even during savage waggling. There are three fire buttons. The stick moves with a very distinctive microswitch click that would annoy your parents and dogs.

Movement is pretty good. The diagonals are excellent and there when you want them, although the stick does twist disconcertingly when you move it. It shines in all four departments but the granulated grip is a little too soft.

**Steve**: 'I felt in full control when using this one. Great stuff.'
**Miles**: 'Though it looks very "Habitat" I didn't find it very responsive.'
**Howard**: 'I sweated so much the red directional marks rubbed off and I thought I'd cut myself!'

**Extremely attractive number with solid build, good diagonals and response. Annoying microswitch click, impotent fire button positioning and rub-off-when-wet paint let it down a little. Recommended.**

## Cheetah 125+3

The design of this joystick is very authentic, attractive and similar to the Quickshot 2. The base is robust and granu lated for extra grip. It has four fire buttonsThe stick, however, looks very plasticy and the seams were bluntly evident.

The wide grip and tight throw allow magnificent handling although its size tends to make delicate or slight movements tricky. It responds quickly and smoothly especially in abrupt direction changes, despite the loud groans the stick emits under stress. Precision is perfect but in waggle'em-ups, the stiffness of the stick prevents a good fast momentum. And it is simply perfect for games requiring manoeuvrability.

**Steve**: 'The Cheetah 125+3 is the one for me — it's a beauty to handle'!
**Miles**: 'I found this stick particularly useful in *Skate Crazy* which requires a lot of direction changes.'
**Howard**: 'If only it would waggle better!'

**Outstanding all round joystick, authentically designed, furiously responsive, unbeatable steering but disappointing waggle-ratio. Recommended.**

## Powerplay Cruiser

The Cruiser is an instantly appealing and very attractive joystick, with its blue curved base, two-deep set white bese buttons, and red standard stick. It rests solidly on four suckers on any desk top, but the curved design also suits the hand.

The feature that really makes this joystick is the variable tension feature that allows you to select one of three degrees of tightness. The fire buttons are very well placed and click responsively. Diagonals are easy to find and direction changes are good.

Adjusting the tension to number two helped in games requiring manoeuvrability, and as for waggling, number three seemed the best. The tightest tension (number one) worked best with *Renegade*. One of the less muscle-bound reviewers observed that the way you changed the tension (lifting then turning the stick) was quite difficult and a weak and feeble gamesplayer may find it a touch difficult.

**Steve**: 'I'm a wimp so I found changing the tension awkward — I was so tired I couldn't play the game.'
**Miles**: 'Not a bad little number for the all round gamesplayer. Worth the money!'
**Howard**: 'This is my top stick. It caters for everything and looks neat too!'

**Noisy but powerful joystick with unique variable tension option and multi-coloured "spaceship" look. Recommended.**

## Ram Delta

The RAM Delta's design is very distinctive, futuristic and angular. The base is shaped like the front of a car while the shaft looks like a gear-stick. It's supported on three suckers placed at each corner, but holds just as well in the palm of your hand. Unfortunately its shortness restricts precision, especially during hectic *Renegade* combat.

Response is very polished and light, and the microswitches make the direction changes quick and substantial. While waggling, the small throw (the distance the stick moves in any direction) of the stick creates a good rhythm, but excess exertion leads to a sweaty slippery grip. All directional movements are springy, and the clicks of the switches are quiet and unobtrusive, yet loud enough to indicate when you had forced the joystick far enough.

**Steve**: 'I liked the design but found handling a little awkward.'
**Miles**: 'This one is definitely my favourite — I've never gripped such a nice stick!'
**Howard**: 'Control is superb — and I loved those suckers!'

**Superb sculptured joystick, dedicated to those who like looks, body and character in their sticks. Recommended.**

## Euromax Pro-Ace

The Pro-Ace is a sturdy-based joystick with a long slender shaft and two fire buttons. The shaft is good and stiff but feels rather flimsy — as if it might break off at any moment. The lack of suckers and a firm base make it rock drunkenly on the desk during any frantic action.

The fire buttons, however, are well placed and responsive. The throw is microscopic and renders waggling virutally useless. Described as emphatically pedestrian *(What?? Ed)* the Pro-ace steers quite well considering the limited throw, but the diagonals have to be forced and the shaft is too long for the field of *Renegade* movement.

**Steve**: 'Not bad, not bad! I've used a better tool though!'
**Miles**: 'Nice looking stick this — and it handles well too!'
**Howard**: 'Cor this is rather good. I quite like it.'

**A stiff and flimsy affair, which rocks on the table and reacts very slowly. Steers well though.**

## Suncom Tac 2

This small, square based joystick is the most solid on a desk top, and is compact, durable and quite rugged. It has two buttons The stick only moves slightly in each direction but triggers first-rate responses. However this light operation is let down by the overly (or underly) short shaft.

The sensitivity is excellent and made both steering and diagonals a piece of cake. After a bout of waggling though, the handle became quite wet and one of the more sensitive reviewers suffered from a sore thumb after a heavy game of *Renegade.*

**Steve**: 'This one was in a class of its own in playing *Skate Crazy.*'
**Miles**: 'Not as good as the Suncom Tac 2 I'm afraid.'
**Howard**: 'Tac is an apt name 'cos it's one of the tackiest objects I've seen.'

**Sturdy solid joystick, attractively metal-plated, is not so hot precision-wise but practically boiling in the steering field.**

## Konix Speeding

This unusually shaped joystick looks a little like a lost jigsaw piece and half a pelvis. It's very well designed for a hand held grip but so does not sit easily on the desk. The stick is a short red affair in arcade-machine stumpy style and is microswitched.

It slides quickly into diagonal position and the small throw allows very fast direction change. But the same smallness restricts steering and makes the joystick feel disconnected in games like *Skate Crazy* where it only gives a fair degree of control.

The smoothness of response is great for *Renegade*, and perfect waggle rhythm is a cinch to get going. The disparity of the design is difficult to get used to, and a sweaty session of waggling can make the stick very slippery.

**Steve**: 'I just couldn't decide how to hold this one.'
**Miles**: 'It looks quite natty and is a good all round joystick.'
**Howard**: 'It's a bit small for my tastes.'

**Originally and ergonomically designed, the Speedking is perfect for those who don't have a desk to lean on and don't sweat much while waggling.**

## Terminator

Believe it or not this strange looking object really is a joystick. Shaped like a hand grenade (for the *Rambo* addicts?) this joystick is aimed more at the novelty and toy market rather than our serious 'executive' gamesplayer. The metallic fire button is the clip on the side, while the small meccano stick juts out of the top. It sits well in your hand and is lighter than its explosive counterpart.

As a joystick it's pretty useless, a nightmare to use and makes you want to go "aaarrghhh!". The fire button is awkwardly positioned and is easy to press unintentionally. The stumpy stick is awful for precision and all movements have to be shoved into direction, although the diagonals are easy to obtain. Obviously an excellent novelty and gimic but not very useful as a serious tool.

**Steve**: 'The slippery stick is hideous and waggling is bleuuuch!'
**Miles**: 'I really couldn't get to grips with this one.'
**Howard**: 'I reckon you'd get arrested if you walked into a bank carrying this!'

**Excellent 'macho' gimic that looks exactly like a grenade with a piece of meccano stuck in the top. Absolutely rubbish as a joystick though.**

## Voltmace Delta 3S

The old fashioned prehistoric design makes the Voltmace Delta an instant turn off, but it's not as bad as it looks. Shaped like a door wedge, the Delta has three fire buttons and a small orbiting stick. It's quite awkward to hold and is happier on a desk top. The three red base buttons are too far away and tiny — rather like TV remote control buttons. The stick is also too small and weedy making small turns and movements virtually impossible — to go anywhere you have to exagerate the movements.

Changes in the direction and precision are easy because of the movable stick and the wide gap for movement, but the diagonals are spindily. Waggle-wise it performs surprisingly well and with the minimum cramp or restriction.

**Steve**: 'I wish I could say this is a pleasure to use — but it isn't.'
**Miles**: 'Urrggh! This one looks like a bar of Dairy Milk — shame you can't eat it!'
**Howard**: 'If you like waggling, you'll like this!'

**Prehistoric design is not too attractive but it sits comfortably on your desk despite spindly diagonals and misplaced fire buttons. Comparatively outstanding at waggling.**

| Joystick | Supplier | Price | Guarantee | Features | Precision | Strength | Manouevrability | Value For Money | Overall Performance |
|---|---|---|---|---|---|---|---|---|---|
| Delta 2ND | RAM Electronics, Unit 16, Red Fields Park, Red Fields Park Lane, Church Crookham, Hants BU13 0RE (Tel: 0252 850085) | £9.99 | 2 years | ACEFHI | 4 | 4 | 4 | 5 | 4 |
| Speed King | KONIX, Units 12/14 Sudbury Hill, Tredegar, Gwent, NP2 4QZ (Tel: 0273 561306) | £11.99 | 1 year | EHI | 4 | 4 | 3 | 4 | 4 |
| 125+ 1ST | CHEETAH Marketing Ltd, Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS (Tel: 0222 555525) | £12.99 | 1 year | ACDEFG | 5 | 4 | 5 | 5 | 5 |
| Cruiser 3RD | POWERPLAY, Unit 2, Rothersthorne Avenue, Trading Estate, Northampton NN4 9JH | £9.99 | 1 year | AEHIJ | 4 | 4 | 4 | 5 | 4 |
| Tac 5 | SUNCOM, Microprose Software Ltd, 2 Market Place, Tetbury, Glos GL8 8DA (Tel: 0666 54326) | £12.99 | Lifetime | BCEI | 3 | 4 | 3 | 3 | 4 |
| Terminator | ROBOTEK Unit 4, Isleworth Business Complex, St John's Road, Isleworth, Middlesex. | £19.95 | 1 year | DH | 1 | 2 | 1 | 1 | 1 |
| Delta 3s | VOLTMACE, Unit 9, Bondor Business Centre, London Rd, Baldock S67 6HP (Tel: 0462 894410) | £14.95 | 1 year | E | 1 | 3 | 2 | 2 | 2 |
| Tac 2 | SUNCOM, Microprose Software Ltd, 2 Market Place, Tetbury, Glos GL8 8DA (Tel: 0666 54326) | £10.99 | 2 years | BEH | 3 | 3 | 4 | 3 | 3 |
| Quickshot 2 | SPECTRAVIDEO, 7 Blacklam Way, Abingdon Industrial Park, Abingdon, Oxford OX14 1SU (Tel: 0235 555455) | £9.95 | 1 year | ACEF | 4 | 4 | 3 | 5 | 4 |
| Pro Ace | EUROMAX Electronics, Bessingby Industrial Estate, Bridlington, North Humberside Y16 4SJ (Tel: 0262 601006) | £10.99 | 1 year | BCEH | 2 | 2 | 2 | 2 | 2 |

**SCORES**

- 1 – Eeek!
- 2 – Poor
- 3 – Average
- 4 – Good
- 5 – Excellent

**FEATURES**

*A – SUCKERS*
*B – STUDS*
*C – THUMB BUTTON*
*D – TRIGGER TYPE BUTTON*
*E – BASE BUTTON*
*F – AUTO FIRE*
*G – +2/+3 COMPATIBLE*
*H – METAL SHAFT*
*I – MICROSWITCHES*

# VERDICT

**It was a close thing with each reviewer snuggling up to their favourite sticks, and beating each other about the head with their not so favourite ones. But in the end the Cheetah 125+ scraped into first place, with the RAM Delta and Powerplay Cruiser coming second and third respectively, closely followed by the Konix Speedking and Quickshot 2.**

**The overall positioning was:**

1. ***CHEETAH 125+***
2. ***RAM Delta***
3. ***POWERPLAY Cruiser***
4. ***KONIX Speedking***
5. ***SPECTRAVIDEO Quickshot 2***
6. ***SUNCOM TAC 5***
7. ***SUNCOM TAC 2***
8. ***VOLTMACE Delta 3s***
9. ***EUROMAX Pro-Ace***
10. ***TERMINATOR***

*Now for the votes on the best and worst buys. Here's what the reviewers had to say and they mean that most sincerely folks!*

**Steven**
*BEST – Cheetah 125+ "Magnificent handling . . . brilliant fire buttons . . . a real treat."*
*WORST – Terminator*
*"Aaarghhhhh . . . awful . . . my goldfish steers better than this."*

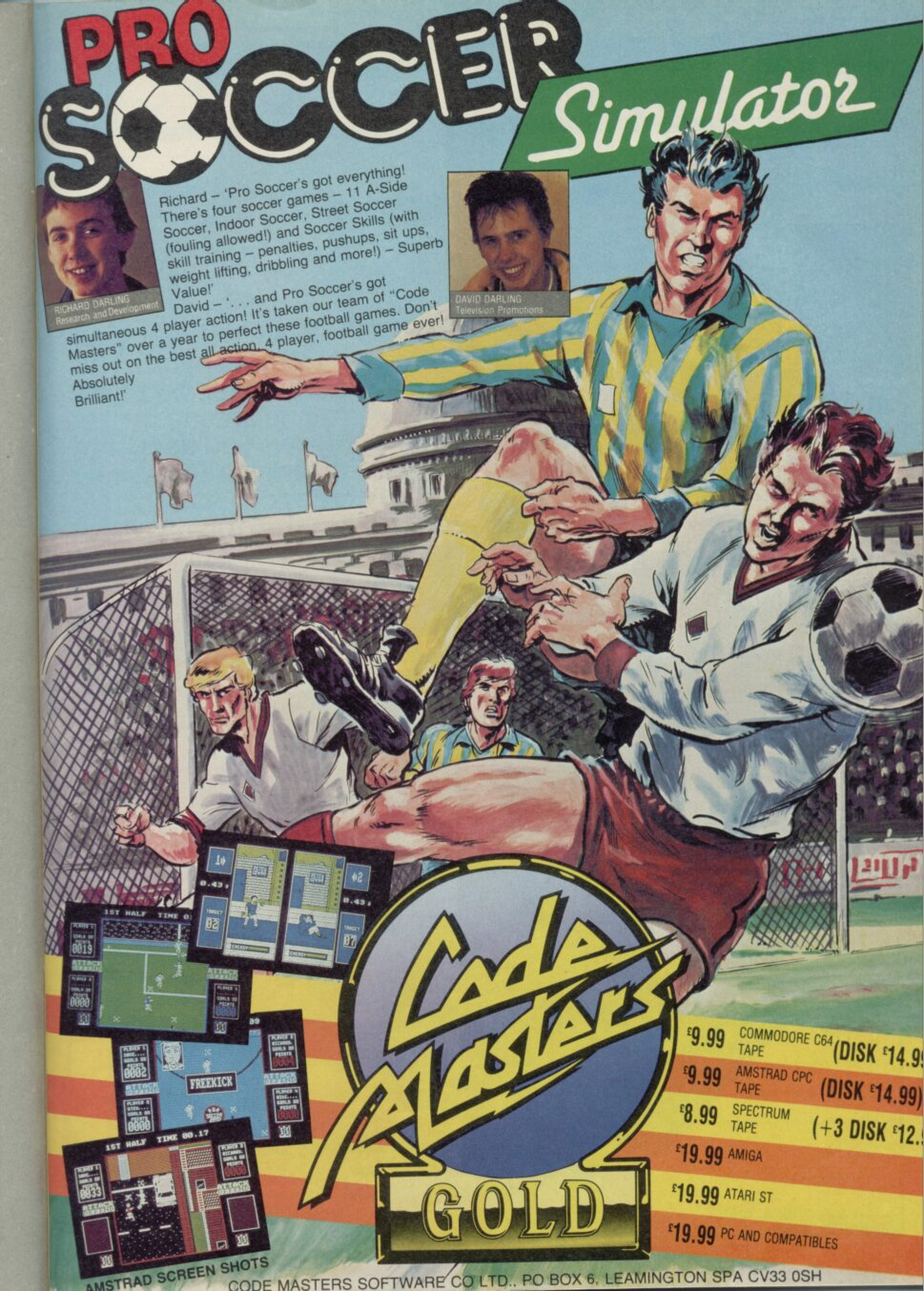
**Miles**
*BEST – RAM Delta "Looked quite sexy . . . the knob was really nice . . . good and springy."*
*WORST – Terminator*
*"Bleuchhh! . . . Terrible . . . Looks too much like a hand grenade and I didn't know to hold it."*

**Howard**
*BEST – Powerplay Cruiser "Fits well in the hand . . . stands out . . . good stuff and the stick variable tension — wow!"*
*WORST – Terminator*
*"Yicckkk! . . . a nightmare . . . it's bad, really, really bad."*

# TOP TEN TIPS WHEN BUYING A STICK

*1 Don't be taken in by sales blurb. Disregard phrases like "the greatest ever joystick" or "the most responsive on the market" plastered on the packaging. Stay in touch with the real world.*
*2 Consult a guide (i.e. this one).*
*3 Decide beforehand how much you are prepared to pay. There are two sides to the market: budget (five to seven pounds) and the not so budget (ten to twenty pounds).*
*4 Keep in mind the type of games you'll be playing. If you're a shoot 'em up addict you'll want a stick with good manoeuvrability and a well placed fire button: if you're a flight sim man you won't want a tiny effort.*
*5 Check for +2/+3 compatability. More often than not, if a stick is compatible it will be supplied with two leads or an adaptor. Otherwise search around for a suitable interface.*
*6 When buying an interface, stick to names you know.*
*7 Search through mail order firms (like DATEL) for good prices and special offers. Often you can buy an interface and a joystick in a combined cheap package.*
*8 If possible, ask to test the joystick. Not necessarily with a game, but just move it around and get a feel for it. Test the tension, consider the looks, examine the quality.*
*9 Check out the guarantee. Don't accept under a year for any joystick.*
*10 Keep in mind, the amount of desk space you have. Buy a hand held model if you have no space.*

***WARNING!***
***Before you rush out and buy a brand new joystick, remember you'll need a joystick interface too. Rubber keyboard owners have always needed one and although Amstrad included a joystick port on the Plus 2 and 3, it's only compatible with Amstrad joysticks, so you'll still need an interface for Kempston and Cursor sticks. Got that?***


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# ARCADE ACTION




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# SandBonks

## UP FOR GRABS... Five Radio-Controlled Trucks (Worth £200!) And 25 Copies Of Epyx's *4x4 Off Road Race*

The starting flag was raised. Billy looked out of his dune-buggy's left hand window in order to study the other competitors. He couldn't see anyone — and then it dawned on him: his buggy didn't have a left hand window, just a sheet of metal attached to the roll-bar. Still, he knew the competition was out there — he could hear their engines revving. Looking back through the front windscreen, Billy saw the starting-flag drop. The race was on.

Slamming his foot down on the accelerator pedal, Billy and his buggy lurched forward. He'd made a bad start, in fact he was last — all he could see was the vast cloud of dust and sand churned up by the vehicles in front of him. 'This off-road racing is a rum old lark,' he thought to himself as he engaged third gear, 'the chaps at the front have a clear view while I, being at the back, can see nowt'.

Billy's buggy sped into the thick of the dust-cloud, and was lost from view by the spectators, not that Billy cared. His plan was simple — to jostle for position amongst the back-markers in the dust cloud and then emerge a mile from the finish-line, speeding through the rest of the field, and taking first place seconds before the chequered flag dropped. It would be a race to remember, and he would be champ. Still — he had a more pressing concern — his current zero-visibility status.

Engaging fourth, Billy felt a jarring sensation and heard a dull thud — he had caught up with someone. 'I'll just stay behind this chap for a couple of minutes' he thought to himself as he re-engaged third, 'and I'll make my dash through the pack as soon as we hit a downhill section. In fact, I think I'll listen to some music while I wait.'

Reaching into his cassette-box in the glove-compartment, Billy pulled out a compilation tape and rammed it into the cassette player: *'Party Atmosphere'* by Russ Abbott blared out of the speakers. 'Actually,' thought Billy, as he turned the cassette machine off again, 'maybe that wasn't such a good idea — I may as well make my move now'. Sticking the gear-stick into fourth yet again, Billy's buggy lurched past the invisible object, and he suddenly found himself out of the dust-cloud. There was no opposition to be seen anywhere — what was going on?

Checking the rear-view mirror, Billy was horrified to see that he had just overtaken a tractor, and that the other drivers would be miles away by now. He had started the race pointing in the wrong direction, and there could be no way of rejoining it — let alone of winning it. 'Aaaah well,' thought Billy, as he brought his vehicle to a halt, 'luckily I can see the funny side'.

Our chums at Epyx are going to give you a chance to see the funny side, too. In fact 25 chances. We've got 25 copies of its fabbo new releases *4x4 Off Road Race* to literally give away. And those are just the runners-up prizes. Five even luckier people can each win forty quid's worth of totally wazzy radio-controlled truck. Yip yip yip yip! We've got ourselves a convoy, good buddy.

### What you have to do to WIN

**It's poetry time. We've penned the first four lines of a little ditty and all you've got to do is write the last one. Simple as that. Go and get a pen, jot down your offering on the coupon (ahem, best hand-writing please), stick the coupon on an inflatable William Wordsworth doll (or a postcard), and send it to Blimey, This Poem Writing Wheeze Is A Rum Old Lark, But I Still Can't Think Of Anything To Rhyme With Banana Compo, *Your Sinclair*, PO Box 320, London N21 2NB. Entries to arrive before 30th November, pur-lease.**

**Rules**
- **Employees of Epyx and Dennis Publishing aren't allowed onto the start-line for this race.**
- **Entries not in by 30th November will be presumed to be following a tractor.**
- **T'zer holds the chequered flag. If she says you've won, you've won. If she says you haven't you haven't. So ner!**




**Off-road racing is a rum old sport,**
**Almost as rum as a banana,**
**But the rummest thing of all, by jove,**
**(Your go) ..............................**

..............................

**Name ..............................**

**Address ..............................**

..............................

..............................

..............................

**............ 'Zip' code ............**

# HINTS 'N' TIPS

# YS TIPSHOP



***Ahh! The hints! The tips! The maps! The flood of game playing intelligence breaking across yer tongue. Hmm. It's the amber brain oil, with our own Crocodile Snoutee, Philip South.***

G'day again, me old cobbers, and wotta fine selection of hints 'n' tips and POKEs (courtesy of one *David Macca McCandless*) we've got for you this time around, and no mistake. But then again you always come up with the goods, you guys (and guyettes), always sending me those interesting megahints and tipping tips that make the world go round. Look, I know the world is round anyway, but it's just a figure of speech like 'I say,' 'What ho' and 'Excuse me, but could you direct me to the nearest betting shop, me ears seem to be caught in my trouser buttons.' That kind of thing.

Anyroadup, before we get into any discussions about what the dickens I'm talking about, let's crack on with the tips.

## Empire Strikes Back

Hey, Skywalkers! Here's a series of butt slapping corkers about *The Empire Strikes Back*. May the Force be with you, me old Jedi Knights, me old wrinkled hairless Fozzie Bears! These tips were submitted by a poor sap who forgot to attach his name to them, so if you sent them, write in and I'll send you your prize. Here they are:

**Stage 1: The Probots**
**Shoot the probots in the middle. Transmissions must be hit before they leave the screen. This level can be used to increase your score by destroying probots and their transmissions for as long as possible. Once four transmissions have successfully been sent, you move onto level two.**

**Stage 2: The AT-AT Attack**
**Attack walkers head on, where possible. To destroy walker, aim at the gun port on its head. If you miss you can avoid the small walkers (or AT-ST), but you can destroy the big walkers (or AT-AT) by firing a tow cable at their legs. Be careful though as you only have a few tow cables.**

**Stage 3: Tie-Fighter Attack**
**Just fire like a maniac until Darth Vader's Destroyer flies across the screen.**

**Stage 4: Asteroid Belt**
**Steer the ship to the right and keep it there. Then move either up or down. When an asteroid moves into your sights, reverse direction.**

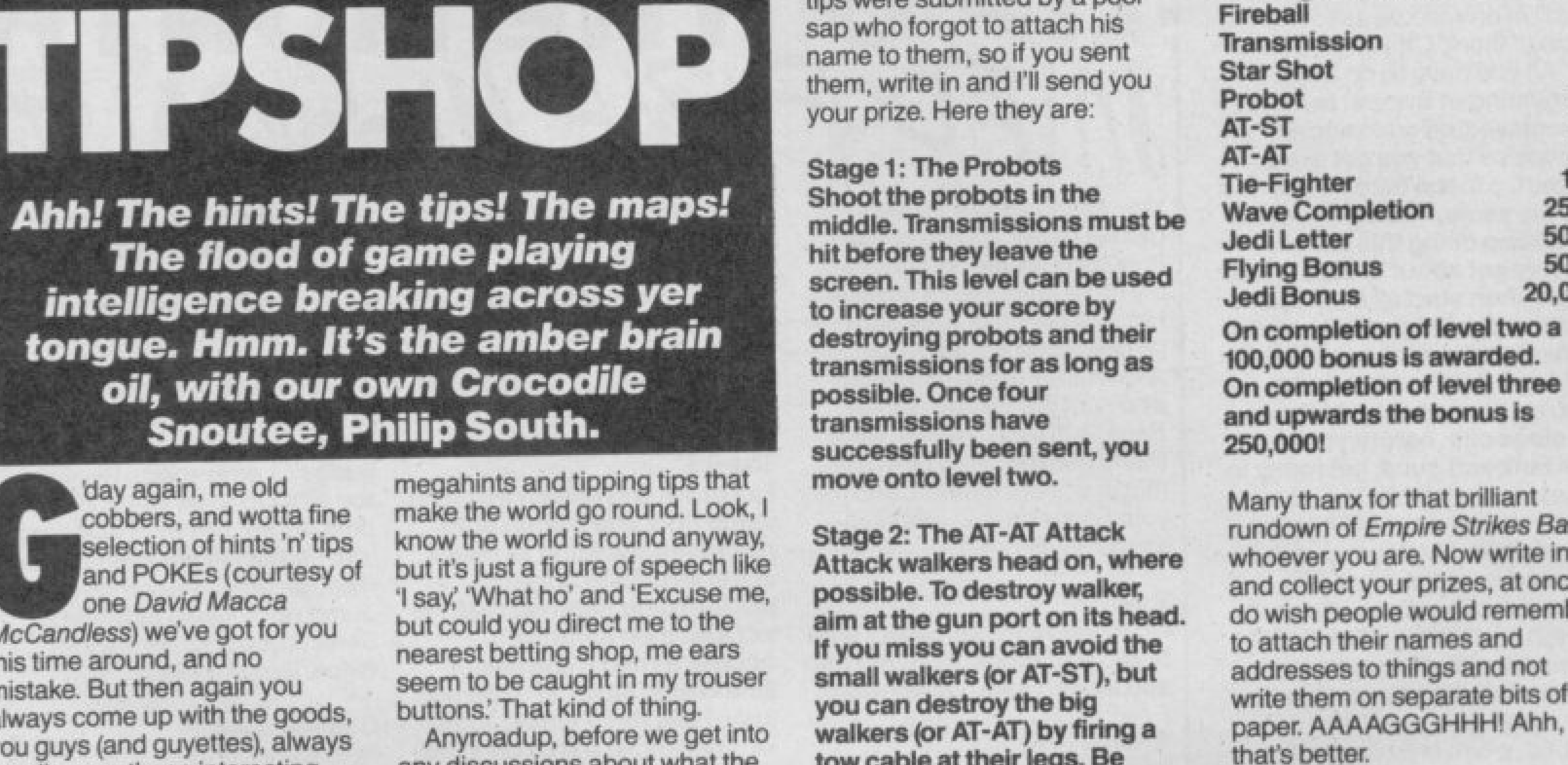
**Special Feature: This allows you to start again on the previous attack wave. This doesn't work until wave three is completed.**

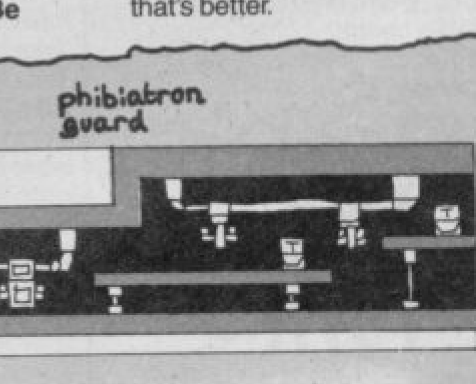
**Scoring is like this:**

| | |
|---|---|
| **Fireball** | **3** |
| **Transmission** | **5** |
| **Star Shot** | **7** |
| **Probot** | **25** |
| **AT-ST** | **50** |
| **AT-AT** | **75** |
| **Tie-Fighter** | **100** |
| **Wave Completion** | **2500** |
| **Jedi Letter** | **5000** |
| **Flying Bonus** | **5000** |
| **Jedi Bonus** | **20,000** |

**On completion of level two a 100,000 bonus is awarded. On completion of level three and upwards the bonus is 250,000!**

Many thanx for that brilliant rundown of *Empire Strikes Back*, whoever you are. Now write in and collect your prizes, at once. I do wish people would remember to attach their names and addresses to things and not write them on separate bits of paper. AAAAGGGHHH! Ahh, that's better.




## CERIUS

A brill little game by Atlantis I seem to recall, and a very nippy little map of level one here by **Lee Brazier**. I hope you won't mind if we gather round and warm our hands on you come the wintertime. Ho ho. Bet you've never heard that one before? You did? Oh shoot!

# Marauder

Hey, I did something on this one last time, didn't I? Ha ha. That reminds me of a joke. A man walks into a butcher's shop and says 'Can I have a pound of kiddleys please?' The butcher looks at him funnily and says 'Surely you mean a pound of kidneys?' and the man grabs him by the throat and says 'I SAID THAT, DIDDLE I?' Ha ha ha ha ha . . . Ahem. Anyway, my mate **Jonathan Little** knows a thing or two about *Marauder*, and I'm only too pleased to print both of them. Off yer go, Jon!

**'All you have to do at the beginning of the first level, is shoot the first and second bonus so that you get extra lives. Go to the third bonus and do the same. Then kill yourself and keep doing this until you've got about 12 lives or so. You'll then start all over again but start getting smart bombs. When you have about 15 lives and about 20 smart bombs you're unstoppable. At the end of stage one, before you see the tank and guns, get ready to use a smart bomb. Then as soon as you do see the tanks bomb them. At the end of the second level there are two bonuses. Shoot one at smart bomb and one at shields and then go as fast as you can to the end where you can blast everything.'**

Coo, worra brill spanking and triff little cheat . . . 'little' cheat? Ha! Geddit? Oh please yerselves!

# Street Fighter

This was one of the most underrated games of '88, surely? A fabby coin-op conversion, with big sprites and nice loud slappy effects. And all the ninjas you could duff up. Gwar. And now there's even a Complete Players Guide by **Antony 'Wally' Walton, A. Redfearn, Steve Baylies**, and **Daryl Burley** . . . what? Where can you get one? Why, right here, that's where:

**JAPAN**
**Retsu — as soon as the message 'fight' appears, do a forward somersault, crouch and do spinning crouch kicks whenever he comes in range.**
**Geki — crouch as soon as you can and jump as soon as he throws a shuriken. When he comes near, use crouching kicks and don't forget to jump if he uses a shuriken.**

**USA**
**Joe — kick his shins as for Retsu, but watch out for his low punches which sap a lot of energy.**
**Mike — same as Joe, but be more careful of his punches as they can be VERY damaging . . .**

**ENGLAND**
**Birdie — he looks really nasty, but don't be intimidated, he's a big softy. Take his legs out, but don't stand up or he'll nut you!**
**Eagle — crouch and kick his shins in. Once again remain in a crouching position or he'll chop you with his swords.**

**CHINA**
**Lee — don't crouch or try to kick him in the shins, as you can't. Punching to the stomach gives good results though. Not a hard person to beat.**
**Gen — same as Lee. Ho hum, not much to do on this level!**

**THAILAND**
**Adon — wears a very fetching pair of boxer shorts, but kick him in the shins anyway.**
**Sagat — at first glance he looks just like Adon, but DON'T BE FOOLED. He's well hard! He throws fireballs which must be avoided at all costs. Do a somersault towards him then kick when you are still in mid air.**

**CHEAT MODE**
**Well okay, not a mode as such, but a method to be sure of winning. If you're chicken, you can hit the opponent and keep out of his way until the time runs out. You will win because you'll have the most energy!'**

And that's it really. Thanx guys. And take this for your trouble . . . THWAK! (Yargh!) You've got to keep these tipsters in line or they start to get ideas above their station.

# TIP O' THE MONTH

## IMPOSSIBLE MISSION II

Yes, it's the sequel to every games player and his mum's fave game of the century. Well, my mum quite liked it anyhow. Here's a bunch of what can only be described as 'stuff' from an anonymous donor (same guy who sent the *Empire Strikes Back* stuff) and a bloke callcd ***David Menzies*** who drew the maps. Cheers m'dears, and may your Elvins be evil, and your atoms never bend.

**Tower 1**
**Go to the terminal. Select time bomb and robot off. Jump gap and search safe. Leave room.**

**Tower 2**
**Fall down and search locker. Take lift up and search locker. Take lift down again and jump off about a third of the way down, avoiding the robot's laser bolt. Search object. Jump onto lift and jump left twice. Search plant. Go to terminal. Select time bomb and robot off. Jump left and then jump on lift. Take lift to middle level and search locker. Take lift to the top and search safe. Leave room.**

**Tower 3**
**Take lift to top. Search four chairs. Drop to lower level. Search machine and cupboard. Wait until lift is at the bottom. Just after the robots blast the lift passage way, take the lift up. Before you reach the top, jump right. Go to terminal. Select time bomb and robot off. Search safe. Take lift down. Jump left onto middle platform. Search two office chairs. Leave room.**

**Tower 4**
**Enter from left entrance. Jump over gap and jump left again. Search tube. Jump right and search both tubes. Wait until robot is just about to turn away from you, then jump left twice. Search object. When robot is facing the other way, jump right and then left. Jump over gap to left. Search gadget. Fall to left. Go to terminal and select time bomb. Search safe. Fall to bottom level and search both plants. Leave room.**

**Tower 5**
**Fall down and search machine. Jump right and search both machines, avoiding all mines. Jump left. Go to edge of platform and jump right. Move left a bit then jump right. Access terminal and select time bomb. Move left a bit and jump right three times. Jump left then move a little bit to the right. Jump left and search the safe. Jump left twice to leave.**

**Tower 6**
**Jump gap and then jump left. Search cupboard and jump right. Wait until the lift comes down before jumping onto it. Take lift to the top. Search three cupboards. Take other lift down. Go to terminal, select time bomb, lift reset and robot off. Jump left. Move to robot and then jump right. Fall down to safe. Search safe, leave room.**

**Tower 7**
**Search box and cupboards. Take lift down. Search box and cupboards, avoiding mines. Wait until lift comes down and then jump on it. Take lift up. Search box and cupboards. Wait until robot is near the safe and facing left before taking lift down. Go to terminal. Select robot off and time bomb. Search safe. Leave room.**

**Tower 8**
**Enter top left, jump robot and go to terminal. Select normal bomb. Wait until robot destroys itself. Search motorbike. Go to terminal. Select time bomb and robot off. Fall right, then fall left. Search plant. Jump right and search gadget. Jump left and search gadget. Fall left and then jump left. Search gadget. Plant time bomb. Fall right and go to terminal. Select robot off. Jump right twice and search gadget. Leave room. Re-enter top left. Go to terminal. Select time bomb. Fall right and jump left. Fall left then jump left. Fall through hole. Search safe. Jump right. Go to terminal. Select robot off. Jump right twice. Leave room.**

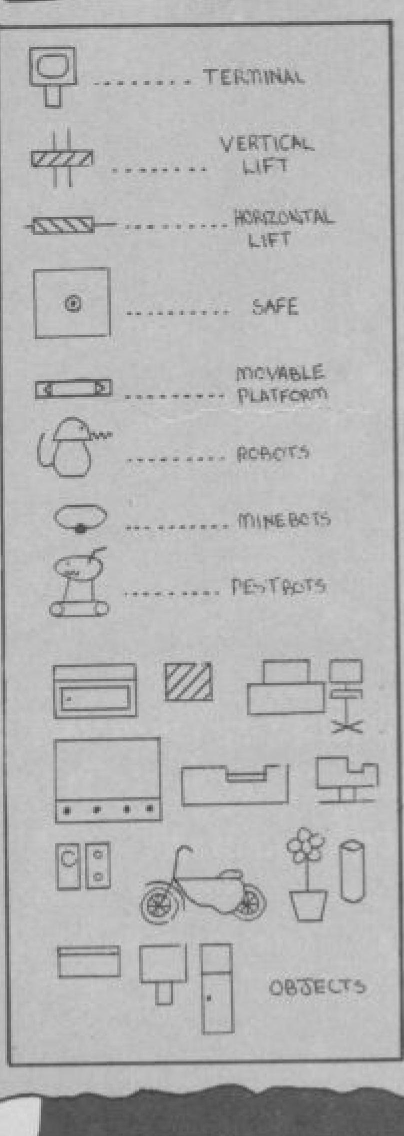
**General Hints**
**Robots — Contact with these is fatal. Must be avoided, disabled or destroyed.**
**Minebots — They won't kill on contact, but their mines will!**
**Pestbots — Harmless, but do mess up lifts.**
**Bashbots — Will try to shove you off platforms or into walls.**
**Use normal bombs instead of robot off where possible.**
**Search as many objects as possible.**
**Check tape when leaving safe room.**
**Always tape sections back to back.**
**Tape over duplicate sections.**
**Check tower codes after leaving each section.**
**The tapes are as follows:-**

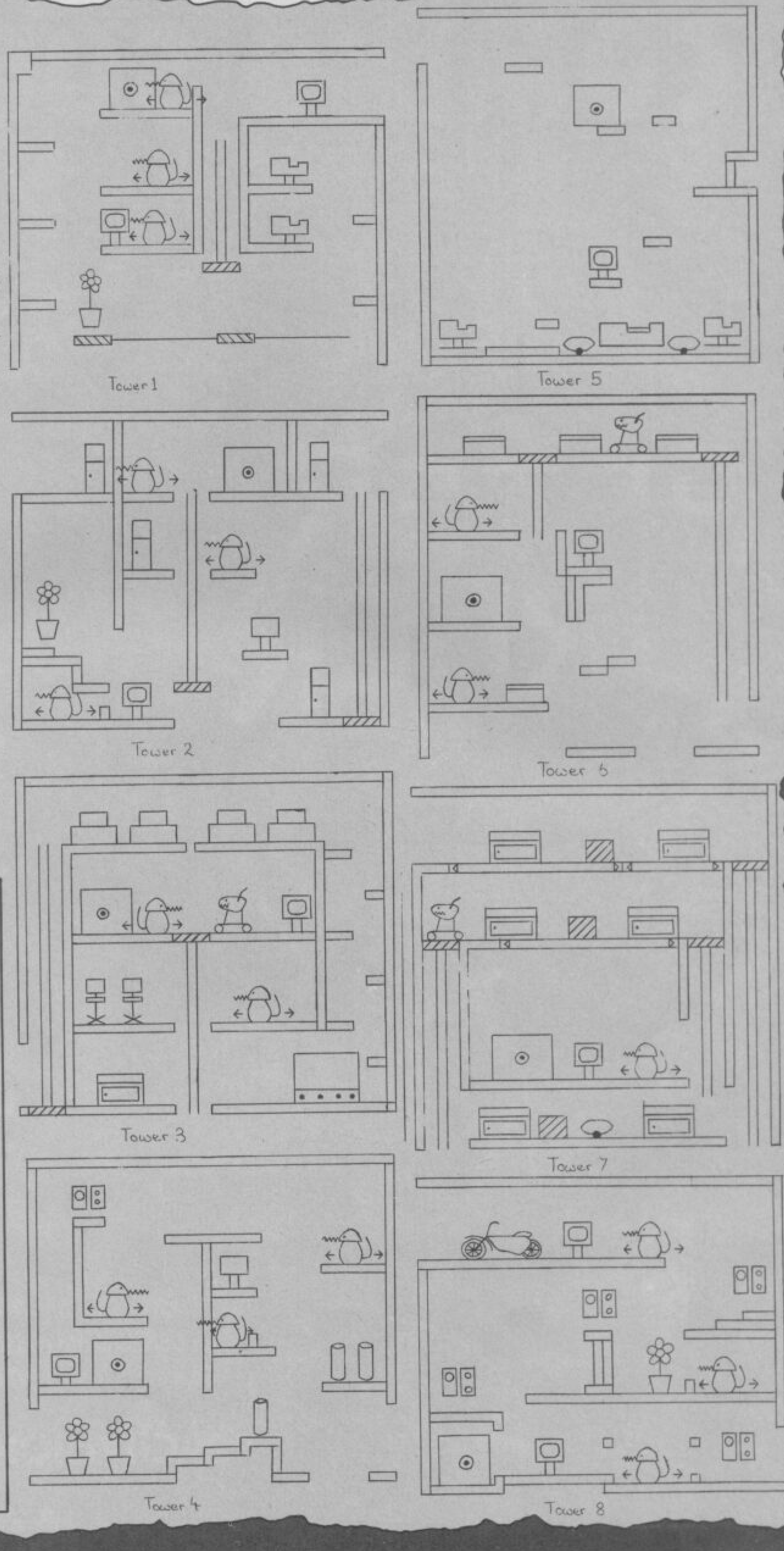
**You will be the life of the party.**
**Don't give up!**
**She walks holes in the floor.**
**An old flame may return.**
**This is the time to devote to charities.**
**You radiate a special kind of excitement.**

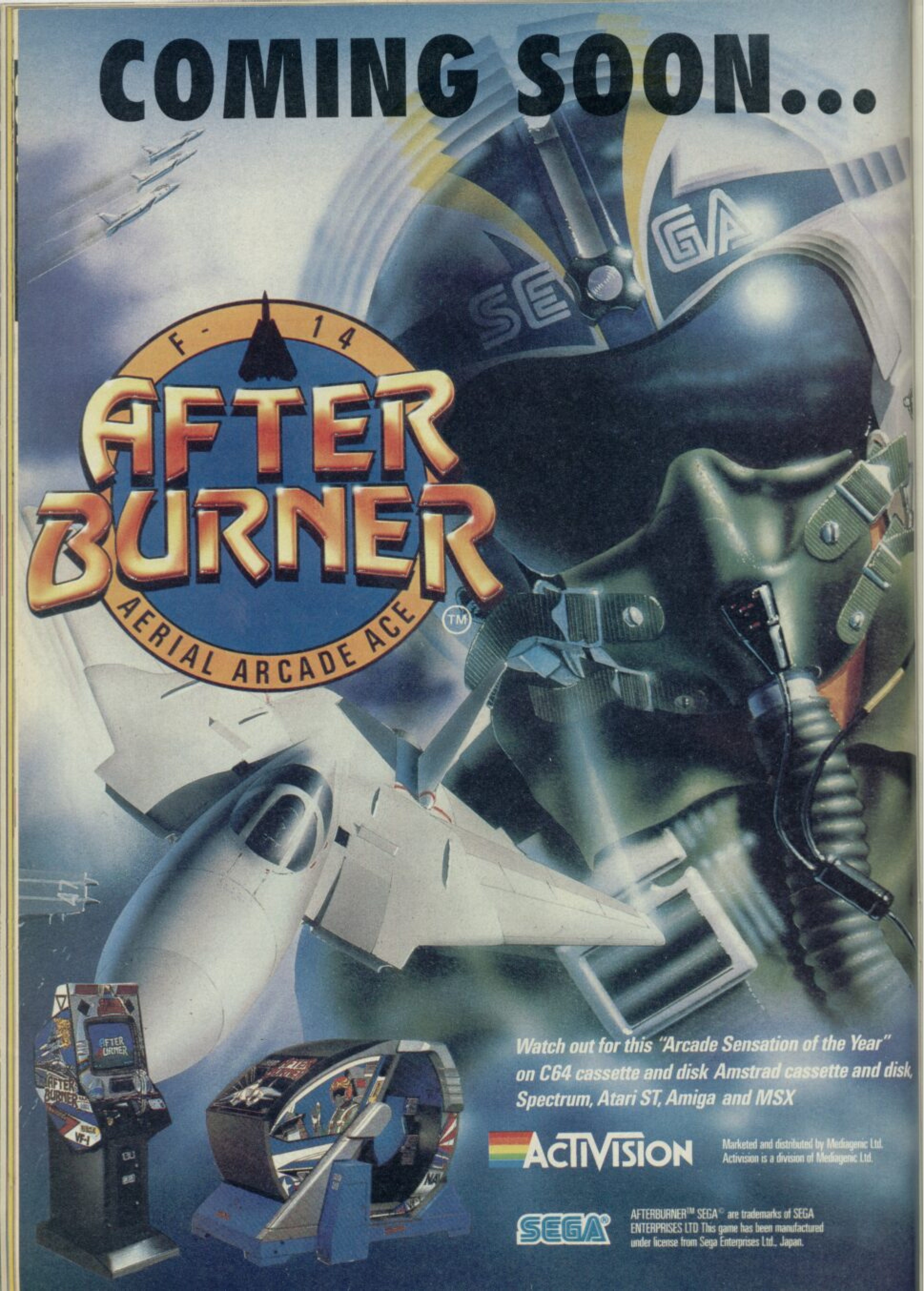
**Don't miss the tower safe, as once you've left the tower you can't go back! and be careful of your time, as you only have a 30 minute lifespan in each tower.'**

Phew! That was pretty heavy gear, me old mate. But now here's the map by Special Agent **David Menzies.** Just when you thought it was safe to go back into the Perrier...

# IMPOSSIBLE MISSION 2





COMING SOON...
F-14
AFTER BURNER
AERIAL ARCADE ACE
TM
SEGA
Watch out for this "Arcade Sensation of the Year" on C64 cassette and disk Amstrad cassette and disk, Spectrum, Atari ST, Amiga and MSX
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AFTERBURNER™ SEGA© are trademarks of SEGA ENTERPRISES LTD This game has been manufactured under license from Sega Enterprises Ltd., Japan.

# PRACTICAL POKES

**David McCandless** ***delivers his latest net of Halloween hacks and petrified POKEs.***

I've been on holiday. A little late admittedly but I've made my assault on the south-west geographical peninsula of Great Britain (Cornwall to you). The weather was fine (as long as you like rain). I had a bit of a language problem though, since I can't speak Bumpkin (interesting coloquial dialect consisting of sporadic "oo-ars" and compulsory conversations about Cornish Pasties). But all in all, I had a good time and even caught un petit peu of sunburn on the old broad shoulders.

But you don't want to know about my hols . . . you want to know about this month's POKEs — and here they are:

## Marauder

I love this game. The speed, the sweat, the scrolling, the swearing — it's superb. Better than this is this combined effort from **Graham Mason** and myself. And even better still is the cunning protection system in the code, stopping you from giving infinite lives, well stopping mortals anyway.

```
10 REM Marauder POKE by DM
20 LOAD ""CODE : POKE 64531,36: RANDOMIZE USR 64512
30 POKE 64140,15
40 FOR i=23312 TO 1e9: READ a
50 IF a<999 THEN POKE i,a: NEXT i
60 DATA 33,50,175,34,88,137,35,95,250,34,90,137: REM INFINITE LIVES
70 DATA 50,183,133: REM INFINITE SMARTS
80 DATA 50,133,182: REM IMMUNITY
90 DATA 195,0,128,999: REM END MARKER
100 POKE 23311,175: RANDOMIZE USR 65082
```

## Gauntlet II

An aeon after it was released, here's a comprehensive hack of *Gauntlet II*, that sequel among sequels, from that hacker among hackers **A. Watson**. Well played 'A'.

```
5 REM GAUNTLET 2 hack by A.Watson
10 FOR a=23296 TO 1e9: READ b
20 IF b<256 THEN POKE a,b: NEXT a
30 RANDOMIZE USR 23296
40 DATA 221,33,168,97,17,0,3
50 DATA 62,255,5,205,86,5,48
60 DATA 241,33,224,97,17,185
70 DATA 190,1,122,1,237,176,33
80 DATA 67,91,17,48,192,1,100
90 DATA 0,237,176,33,48,192
100 DATA 34,239,190,195,185,190
110 DATA 62,255,50,80,212: REM 255 SUPER SHOTS!
120 DATA 62,201,50,33,221,50,33,222: REM NO ENEMY FIGHT
130 DATA 175,50,206,253: REM INFINITE SUPER SHOTS
140 DATA 195,161,191,999: REM END MARKER
```

## Octan

Why this game is called OCTAN I'll never know, but one thing I do know is that omnipresent **Graham Mason** has hacked it.

```
1 REM      A Turbo Hack
 Who Is Dean Ashton Any Way
Jon North Get Out Of Bed !!!!
10 DATA 243,49,0,94,62
11 DATA 157,221,33,0,64
12 DATA 17,0,28,55,205
13 DATA 86,5,48,238,62
14 DATA 153,221,33,0,94
15 DATA 17,176,160,55,205
16 DATA 86,5,33,0,0
17 DATA 34,43,228,175,50
18 DATA 177,227,50,97,247

20 FOR a=65201 TO 65535
30 READ b: IF b=255 THEN RANDOMIZE USR 65201
40 POKE a,b: NEXT a
9999 FOR a=65201 TO 65534: POKE a,2: NEXT a
```

# HACK OF THE MONTH

## Speedlock

Not to be outdone by **Jon North**'s furious attack on the Speedlock 4 system, **Dean Ashton** has burst back with his smaller (gosh!) hacking routine for the 128K versions of *Arkanoid II* and *Rastan*. Just add the relevant data statements to the main program. And I have a sneaking suspicion that Dean has another POKE around somewhere . . .

```
10 REM ** SPEEDLOCK 4 HACK
20 REM ** By Dean Ashton
30 REM ** and Jon North
40 REM ** (c) 1st August 1988
50 BORDER 0: PAPER 0: INK 7: BRIGHT 1
60 REM ** 48 AND 128K programs
70 CLEAR 28999
80 LET T=0: LET W=0
90 FOR F=29000 TO 29184
100 READ A: POKE F,A
110 LET T=T+W*A: LET W=W+1
120 NEXT F
130 IF T<>1588062 THEN PRINT "Sorry, but the DATA's duff.": STOP
140 FOR r=29185 TO 65535
150 READ a: IF a<256 THEN POKE r,a: NEXT r
160 PRINT "    PLAY THE MASTER GAME TAPE!"
170 REM Thanks to Jon North
175 REM And Dave Mc Candless..
180 RANDOMIZE USR 29000
190 :
200 DATA 221,42,1,114,237,91
210 DATA 3,114,62,255,55,205
220 DATA 86,5,48,240,243,42
230 DATA 5,114,235,33,196,113
240 DATA 115,35,114,35,58,7
250 DATA 114,119,237,75,8,114
260 DATA 237,67,201,113,42,196
270 DATA 113,34,199,113,1,14
280 DATA 0,9,237,95,211,254
290 DATA 126,71,33,203,113,126
300 DATA 184,40,4,35,35,24
310 DATA 248,35,126,6,0,79
320 DATA 42,196,113,34,199,113
330 DATA 9,94,54,171,35,86
340 DATA 54,113,237,83,196,113
350 DATA 42,199,113,58,198,113
360 DATA 237,79,235,237,95,214
370 DATA 3,254,250,56,2,214
380 DATA 128,50,198,113,237,75
390 DATA 201,113,11,120,177,32
400 DATA 171,195,213,113,0,0
410 DATA 0,0,0,6,0,195
420 DATA 15,35,20,1,29,49
430 DATA 31,33,43,17,226,113
440 DATA 42,10,114,115,35,114
450 DATA 42,18,114,233,42,14
460 DATA 114,34,236,113,34,29
470 DATA 114,205,0,0,42,16
480 DATA 114,235,42,12,114,115
490 DATA 35,114,33,20,114,1
500 DATA 29,0,237,176,201
510 :
520 REM ** Add DATA from here
530 :
```

## Where time stood still

It is midday and the jungle sweats. Through the sheaves of glistening branches above, a steady stream of water percolates to the husky floor. Innocuous and invisible, the tropical animals chorus their vagrant echoes, and beyond the cacophony the sun shines in eternal silence, frying the trees in their own aboreal oil. *(Get on with it. Ed)*

Abruptly the restless quiet is shattered.

A dark shape crashes forward through the bushes. And in an eruption of debris and water, the figure bounds into the mottled light of the clearing. Eagerness and enlightenment flare across the man's face. His mouth creaks into a smile. His eyes revel in fever. "Hello," he says. "I'm **Dean Ashton** and this —" he waves a faded alphacom listing in my direction — "is a hack for *Where Time Stood Still*. Give me Hack Of The Month and a free game now!"

What could I do?

```
176 POKE 29180,35
600 DATA 50,178,158,12,146
610 DATA 178,10,80,0,205,190
620 DATA 225,190,39,190,128
630 DATA 191,180,190,205,221
640 DATA 188,175,50,161,214
650 DATA 50,223,199,50,109
660 DATA 199,195,0,91,999
670 REM WHERE TIME STOOD STILL hack by Dean Ashton
680 REM Infinite Energy+Bullets
```

## Arkanoid II 128K

```
540 REM Arkanoid 2-128K
550 REM By Dean Ashton
560 DATA 224,240,9,14,64,241,89
570 DATA 79,0,230,254,250,254
580 DATA 64,254,208,255,205,254
590 DATA 205,246,252,62,201,50
600 DATA 80,254,205,0,0,62,182
610 DATA 50,74,132,195,0,91,999
```

## Rastan 128K

```
540 REM Rastan Saga 128K
545 REM Infinite Energy+Lives
550 REM By Dean Ashton
560 DATA 47,244,191,10,144,244,99
570 DATA 57,0,235,254,255,254
580 DATA 69,254,217,255,210,254
590 DATA 205,251,252,62,201,50
600 DATA 85,254,205,0,0
610 DATA 62,183,50,158,210: REM energy
620 DATA 62,182,50,20,212: REM lives
630 DATA 195,0,91,999: REM end marker
```

## Thundercats

Kwoooarrr! Worra whopper! Stiffle that "honk!" young man, I was talking about this here POKE for the +3 disk version of *Thundercats* from one **Roy Goodall**. And it's big.

```
5 REM THUNDERCATS +3 hack by Roy Goodall
10 CLEAR 49151
20 LET t=27681
30 POKE 23388,19
40 FOR f=65040 TO 65288
50 READ a: LET t=t-a
60 POKE f,a: NEXT f
70 IF t<>0 THEN PRINT "ERROR IN DATA": STOP
80 CLS : PRINT AT 9,3;"INSERT THUNDERCATS DISK";AT 11,7;"THEN PRESS ANY KEY"
90 PAUSE 0: RANDOMIZE USR 65010
100 DATA 243,58,97,91,230,248
110 DATA 246,3,203,231,1,253
120 DATA 127,50,92,91,237,121
130 DATA 58,104,91,230,248,246
140 DATA 4,1,253,31,50,104
150 DATA 91,237,121,33,63,254
160 DATA 17,180,95,1,202,0
170 DATA 237,176,195,237,95,0
180 DATA 64,0,49,58,112,97
190 DATA 114,116,48,255,0,192
200 DATA 1,50,58,112,97,114
210 DATA 116,49,255,0,192,3
220 DATA 51,58,112,97,114,116
230 DATA 50,255,0,192,4,52
240 DATA 58,112,97,114,116,51
250 DATA 255,240,96,0,53,58
260 DATA 112,97,114,116,52,255
270 DATA 0,0,49,180,95,62
280 DATA 4,211,254,33,255,90
290 DATA 17,254,90,1,255,26
300 DATA 54,36,237,184,6,5
310 DATA 33,180,95,94,35,86
320 DATA 35,78,35,197,229,205
330 DATA 39,96,225,62,255,237
340 DATA 177,32,252,193,16,235
350 DATA 175,50,171,122
360 DATA 62,195,50,172,122
370 DATA 195,240,96,243,197,1
380 DATA 253,127,58,92,91,203
390 DATA 167,246,7,50,92,91
400 DATA 237,121,251,213,229,205
410 DATA 90,1,22,96,30,20
420 DATA 38,122,46,4,205,63
430 DATA 1,225,6,7,14,1
440 DATA 22,0,30,1,205,6
450 DATA 1,6,7,205,15,1
460 DATA 221,94,1,221,86,2
470 DATA 225,193,6,7,205,18
480 DATA 1,6,7,205,9,1
490 DATA 243,1,253,127,58,92
510 DATA 91,203,231,230,248,50
520 DATA 92,91,237,121,251,201
```

## Kikstart 2

Sequel city this column. Here's an up-and-coming regular by the name of **Antony Johnson** who insists on showering me with POKEs. Not that I'm complaining of course. Keep 'em coming Antony.

```
10 REM KIKSTART 2 HACK by Antony Johnson
20 FOR a=65024 TO 65049: READ a: POKE a,b: NEXT a
```

```
30 RANDOMIZE USR 65024
40 DATA 221,33,160,98,17,254
50 DATA 153,62,255,55,205,86,
5
60 DATA 48,241,205,86,5,62,20
1
70 DATA 50,164,186,195,214,23
1
```

# Budget Bashing

And now here's a batch of brilliant budgie bashing POKEs courtesy of one **Jon North** of everything fame. This month he's demolished *Eliminator, Star Paws, Beach Buggy Simulator,* and *Droids*.

## Droids

```
10 REM DROIDS hack by Jon Nor
th
115 POKE 28127,175
150 MERGE "": RUN
```

## Eliminator

```
10 REM Eliminator poke by JON
NORTH
25 POKE 39295,0
40 MERGE "": RUN
```

## Star Paws

```
5 REM Speedlock 4 by Jon Nor
th and Graham Mason
10 CLEAR : LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT
f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT
f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP : RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,67,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 174,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 REM STAR PAWS hack by Jon
North
530 DATA 236,240,253,13,214,91
540 DATA 7,11,2,76,241,95,20
550 DATA 91,62,201,50,113,100
560 DATA 195,68,97,15,29,43,43
570 DATA 31,31,20,43,29,31,15
580 DATA 2320785
```

## Beach Buggy Sim

```
5 REM Firebird HACKER by Jon
North
10 LET t=0
20 FOR f=32768 TO 32876
30 READ a: POKE f,a
40 LET t=t+(f-32759)*a: NEXT
f
50 IF t<>679460 THEN STOP
60 FOR f=32877 TO 1e9: READ a
70 IF a>256 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-32867)*a: NEXT
f
100 IF t<>a THEN STOP
110 LOAD ""CODE : REM USR 3287
0
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 225,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 128,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 120,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
112 POKE 32885,179: REM INFINI
TE FUEL
113 POKE 32888,180: REM FLY!!!
114 POKE 32891,199: POKE 32896
,202: REM INFINITE TIME
500 REM Beach Buggy HACK by Jo
n North
510 DATA 93,20,152,133,99,175
520 DATA 50,54,0,50,299,0,50
530 DATA 171,0,62,195,50,68
540 DATA 0,195,251,172,728474
```

## Powerama

A little last minute addition here, namely a diddy hack of Powerama by diddy **Ian Crome**. Nice one Ian.

```
5 REM POWERAMA hack by IAN C
ROME
10 CLEAR 25000
20 LOAD ""CODE
30 POKE 33791,0: REM INFINITE
LIVES
40 POKE 33734,n: REM AM.LIVES
50 RANDOMIZE USR 33025
```

## Scrolling Creds

This month's stack of silvery something who've sent their hacks in too late reads like this: **Daniel Worthington, Lawrence Simpson, Carey Blunt, James Mackintosh, Thomas Vanner, Tom Price, Noddy Of Thistle Creations, P. Dunton, The Tefal Men, Robert Moseley, The Droitwich Hackers, Stephen Smith**, and **P.J. Edensor**. Phew!

## Crash Preventor

Okay this is the part where I take you uncomplicated, unconcerned and untechnical peoples through the steps of getting these here POKEs working:

# Multiface Corner

Slightly expanded Multiface bit this month on account of a huge lump sent to me by none other than **Simon Owen** (of *Pitstop* fame) as well as some others from **A. Watson, M.V.S. Anil, Lee Brazier**, and **Ian Milner.**

| Game | POKE | Effect |
|---|---|---|
| 19 — SHOOTING RANGE | 33849,0 | Time |
| | 33538,0:33539,195 | Ammo |
| ATF | 35717,0:35718,0 | No weight limit |
| | 36451,62:36452,100 | Always full speed |
| | 36453,0 | |
| BARBARIAN | 51005,n | n=lives |
| | 50914,0 | Lives |
| BARBARIAN (Melbourne H) | 37480,12 | Lives |
| BIONIC COMMANDOS | 34690,0 | Lives |
| CYBERNOID | 34732,201:36156,201 | No guns shoot |
| | 36928,201 | No tunnel aliens |
| | 37479,201 | No snake |
| | 38896,201 | Rockets no attack |
| | 39906,201 | No aliens |
| DARKSIDE | 45482,0:47924,0 | Shields |
| | 45436,0 | Fuel |
| | 47621,167 | Time |
| DRILLER | 47882,195 | Time |
| EARTHLIGHT 128K | 49944,195 | Land=finish zone |
| | 51708,62 | Missiles |
| | 50607,83:50610,62 | Shields |
| | 50668,83:50671,62 | Fuel |
| | 50853,83 | |
| | 50119,0:50120,62 | Lives |
| EMPIRE STRIKES BACK | 43624,0 | Shields |
| FIREFLY | 45889,24 | Time |
| | 45913,62 | Always correct |
| | 42877,24 | Yokas not needed |
| GRAND PRIX SIM | 53413,33 | No mud skids |
| | 53152,201 | No computer car |
| I BALL II | 35327,33:35338,33 | No time blocks |
| | 43384,n | n=lives |
| | 45392,0 | Lives |
| | 38009,0 | Time |
| | 39919,0:43714,0 | Bombs |
| | 65343,n | n=bullets on screen |
| | 45601,33 | No keys needed |
| | 36664,201:39674,201 | No nasties |
| | 43612,32:43619,33 | Immunity |
| MANIC MINER | 36160,0 | No horizontal nasties |
| | 36106,0 | Immunity |
| | 35160,0 | Mystery Poke! |
| | 36150,0 | Alter nasties . . . |
| MOTORBIKE MADNESS | 33321,n | n=lives |
| | 33551,195 | Lives |
| ROADBLASTERS 48K | 48634,60 | Lives |
| | 55214,0 | Fuel |
| ROADBLASTERS 128K | 29261,0 | Lives |
| | 37100,0 | Fuel |
| THUNDERCATS 128K | 30060,0 | Weird |
| SUPERSPRINT | 40968,205 | Always 'add on' |
| | 49358,201 | Always qualify |
| VIRUS | 48128,n | n=lives |
| | 44912,0 | Lives |

If the POKE is a BASIC listing:
1) Type in the hack program and double check that data;
2) Save it onto tape for later use;
3) Rewind your game tape to the start;
4) RUN the hack program;
5) If 'Integer out of range' appears then you have a number over 255 in your data, go back and check it;
6) If 'Error in data' appears then you have typed in the data wrongly go back and check it;
7) If nothing appears then play your rewound game tape;
8) Give those aliens one from me, eh?

If the POKE is a multiface job:
1) Make sure you have a Multiface;
2) Load the game;
3) Once loaded, press the red button;
4) Press T then SPACE;
5)Enter the address;
6) Enter the value for that address;
7) Press ENTER;
8) Press Q then R.

And that's it. The end of a complete plethora of POKEs and hacks. so, now you've seen what I want, howsabout sending in a couple yourselves? All those printed'll receive a badge and Hacker Of The Month receives a free game. The name's David McCandless and the address is Practial Pokes, *YS*, 14 Rathbone Place, London, W1P 1DE. Get sending.

# DR.BERKMANN'S CLINIC

Heigh ho, heigh ho, it's off to work we go, with a four iron and a chip up to the green, heigh ho, heigh ho. What? Have I got to go into the surgery this morning? Sassen frassen rassen rick rastardly . . .

Ah, but remember that helping his patients is the doctor's only need (other than a good straight drive on the 14th and a large G & T in the clubhouse afterwards, of course). So here I am, golf clubs thrown asunder (CRASH) waiting to help you and your fellow gamesnagsters. First patient please, nurse.

### *VIRTUALLY EVERY GAME EVER WRITTEN*

Eh? Ah, after looking at **Peter Moffatt's** letter, I begin to get the picture. **"Please can you tell me how to get past the man-eating flower and the security base in *Megabucks*, and does anyone have a POKE for *Thingy And The Doodahs*? Also how do I merge with the off-white knight in *Stormbringer 48K?*"** Gor lumme, Pete, old crumpet, is there any game that you're not in what my old Austrian grandmother would call 'eine Deepgameschnagsituation?' In *Megabucks*, if memory serves, the garden shears or the weedkiller are what you need to pass the man-eating flower, but I'm not sure about the security base. Any ideas on this or the other two, noble clinicians?

### *LEON I: RENTAKILL RITA*

Our Best of all possible Eggs **Leon Felgate** has come to **Ann Grant**'s help (you'll remember that she had nearly as many gamesnags as Pete above). According to Felgers, type in MERGE"" and add these lines:

43 POKE 58449,0: POKE 57979,0: REM INFINITE LIVES

46 POKE 585150,0: REM INFINITE SPRAYS

Then type RUN, press ENTER and Bob's your uncle, which may come as a shock if he was always called Geoff before.

### *LEON II: GOOD EGGERY GENERALLY*

**Felgers** also reminds me to remind you that he's still available for Good Eggery of a general sort, but you must send him an s.a.e. Plus, **Jamie Smith** from Weymouth who wrote to him in July, you didn't include your address. C'mon, Jamie, we know Weymouth ain't that exciting, but there's no need to be embarrassed about it! Send Leon your address pronto and you'll get your tips.

### *ZZZZZZZ*

Yes, I like a nice nap between, well, sentences usually, but this is of course the title of yet another amazingly old game which **Emma Deakins** was moaning about a couple of months back. How do you do it? Well, according to **Stuart Dawson**, "**you start in sea, so go north to beach, dig sand, lift bucket, get bucket, get spade, dig sand, go west (calling all the heroes)** (*Shut up. Ed*), **push bike, go east, go east again, ring bell, give bike to sandman, enter igloo, close fridge, unite tie, get tie, open chest, get pistol, go west, west again and then north, thumb a lift, open door, go west again, wear tie, enter box, put nan on rec** (I couldn't read that bit, Stuart), **and answer phone.**"

Phew! At that point, of course, Stuart gets stuck, and would like to know from you (yes, you) how to get further. Hope that answers your quezzy, Emma! These tips, sez Stuart, get you to the mansion.

Stuart is also stuck on another game, the *Incredible Shrinking Fireman*. **"Where the hell are parts 1, 2 and 3 of the stretching rack and which objects are useful?"** Give us a hand and you could win a luxury all-new Tipshop badgette!

### *GHOSTBUSTERS*

Help here for **Chris Lees** who couldn't get past Mr Stay-Puft the Marshmallow Man, aka P Snout Esq. (*Oi, pipe-cleaner — don't knock the flabbies or I'll flush you down the sink! Phil*) **Sam Day** has the answer. **"First move the first Ghostbuster along the bottom, till he is opposite the centre of the door. Then move upwards till you are right in front of the Marshmallow Man when he lands. When he takes off, wait until his feet are above your head, then push up on the joystick. Then do the same with either of the other two men, the portal closes, and then you finish the game and get another $5000."**

**Philip Kiernan** has some more advice. **"In case any patients want to know the best way to catch a ghost in the game, here's how I do it. Drop the trap in the middle of the screen. Bring your second 'buster' to the top right corner of the screen. Fire. Now it'll be easier to catch the ghost as he flies over the trap. By the way, face the second buster towards the right."** Splendid stuff. Philip, too, has a gamesnag of his own: how do you complete *Les Flics*?

### *WHERE TIME STOOD STILL*

Now this is a game and a half, isn't it? Talk about instant classic — it makes our beloved electronic beermat seem almost like a real computer (*You're fired. Ed*). One of many clinicians glued up in its complexities is **Steven Bailey**, who didn't send me an address. Come on, Steve, how do you expect me to send you a badge if I don't know where you live? Anyway, he asks **"How do you get past the hand near the waterfall or across the river without going over the edge of the waterfall at the bottom?"** To be honest, I'd rather wondered that myself, so I rang up John at Denton who wrote the game. It seems that the only way to get across is to give it something to keep it occupied while you slip past. When you arrive in the first pigmy village and get food, the pigmies will ask for something. They don't mind what you give them really, but what they really want is Gloria's compact. Give them this and they'll give you something that looks like a leg of lamb. You could eat this, but it's more sensible to save it for the band, as that's the only thing the hand will be suitably distracted by. And don't try rowing over the river, because the current is too strong in the middle and there's no way you'll avoid being swept over the waterfall. Awight?

### *HEAD OVER HEELS*

Ah, those were the days . . . (*Get on with it. Ed*) . . . hrrumph. **Richard Payne** has the simplest of probs, but for him the hardest — innit always the way, gamesnag veterans? He can't get Head to climb the ladder. Remember that Head can jump a long way, and also that you can change the direction of his jump half way through, or indeed whenever he's airborne. So get to the edge of the ladder, jump up and out, and when you're half way up to the next step (keeping your finger on the jump button) change direction so he comes back in. It needs practice, but you'll soon get the hang of it.

Richard's also in trouble with *Grange Hill*, which he says he's completely stuck with. He can't even get past the sewer. Complete solution, anybody?

### *HAYLP!*

Another bumper selection of gamesnags this month, and with an extra incentive to Clinicians who know the answers. Send us complete solutions to any of the games our poor be-knighted snagsters are stuck with, and you could win three free full-price games! Yup! More details in a minute.

**Leigh Loveday** has two snagettes. He can't get past the end of level three of *Rastan* — it seems to be a dead end, and he can't get rid of the bird or the skull in *Trap Door*. Assistance, mes petits artichokes?

Meanwhile, **Mr D P Haworth** has got through about 80% of *King's Keep* but can get no further. I've had a few queries about this over the past few months, so any help would be useful.

**Allan Walsh**, on the other hand, wants a POKE for *City Slicker*, one of the few games, it seems, not catered for by the *Smash Tips* POKEarama. Go on — you know it makes sense.

**Richard Burgess** seeks help on *Avenger*, as he can't find Mansa the deathmage although he's searched everywhere. Are you sure you want to find him, Dickie? Sounds a trifle rune-happy to me.

Finally an almost pathetic plea from **Maria Guy**, who wants any help we can provide on *Knightmare*. She doesn't know what to do. **"When you get the spade off the man and dig a hole east you come up in a room. Your instructions say go south but you can't because there's a brick wall there Haylp!"**

Yes, send me a complete solution and each month for the next three I'll take the best and clearest and most useful example and give that person three spanky new games for their hard labour. Not bad, eh? And normal gamesnag helpers will as ever receive the *YS* Tipshop badge, that token of excellence renowned the world over.

So, send your snags, help or solutions to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Au revoir, patients, and remember to take two of these every morning.

## Crazy Cars

I can't recall ever doing anything on any Titus games, so this must be a first! (*A lemon tree, my dear Snouty. Ed*). *Crazy* was an okay sort of racing game, and **Julian** 'No Relation to John Logie' **Baird** thought so too. Here's his tip:

**'When you are overtaking cars keep accelerating round the corner and take the outside of the road. Only use brakes when you're bound to crash. On the second corner on stage four you get your first jump. On stage nine on the big corner, take the jumps at about 125mph. It doesn't say in the instructions but you can select your level and car by pressing up and down!'**

Cheers ears. And don't say I never give you anything. Well you can say it, but don't let me hear you say it. Well, you can let me hear you, but don't say it so anybody else can hear . . . What IS wrong wiv my head?

### *So that's...*

...about all we've got time for this time around. Watch out next time because I've got some really demon stuff left over from this one, which you just MUSTN'T miss. You'll feel a proper dork if you do, I promise. Where I'm going to get a dork from at this time of day, I don't know, but I'm sure I can find one somewhere... And if you've got any little hints or tipettes or maps even that you want to show to the world, then send them into me, Philip Snoot, *YS Tipshop*, 14 Rathbone Place, London W1P 1DE. And don't forget all those we publish get a free 'I've got big tips' badge!



### SCENE 1

Explore the underground caverns first. A lift travels down the centre of the first gap so you can happily leap into the chasm with the knowledge that the lift will stop your fall somewhere below.

Points 1 and 2 on the map are inaccessible so if a fragment of the elemental is there, it's best to quit and re-start. Once you've collected all the pieces, go to the teleport labelled A. You will then appear near some water. Leap onto the rafts as they approach you and keep firing so you vapourise anything that comes at you. The big bouncing rock at 5 is indestructible so avoid it. When you've killed the demon at the end, run back to the teleports which said No Entry before. These lead to the next levels, however it's best to complete the levels in order.

### SCENE 2

Take the lift over the spikes and duck (quack). Point 3 is difficult. The lift



descends right into the spikes so it's a case of 'ouch! skewer! splat!' if you're still on it. The best way is to drop onto the lift when it's beginning to come up again, firing left as you fall. Then jump at the wall (still firing) from the lift.

In section 4 take the middle lift, the right, the nearest on the left, and finally the left-most one. Phew!

Take teleport D into section 6. When crossing the bridges just keep jumping and firing.

In area 7 there are loads of rocks bouncing about the place. Be careful, inch along a block at a time, and duck a lot. The collapsible platforms are collapsed by shooting the base several times.

Once you've collected all the pieces, high-tail it back via teleport D, and then go straight through 8 — the wall which can only be passed when you've assembled the elemental.

Enter the combat level and Scene 3 is a mere demon away . . .

## GENERAL TIPS

Remember you can duck, important when faced by an oncoming horde of low flying nasties. Also, remember you can change direction while jumping or falling, so if you mis-time a jump or fall unexpectedly you can steer yourself out of danger.

Try to avoid picking up axes — they may be powerful but they're much too slow. And watch out when walking under a platform, things (mainly nasty painful things) drop down and pulp you. Weapon power increases by the original power. Eh? Well, six arrows will give you a power of two, whereas six knives'll have a power of twelve. And remember: eight diamonds equals an extra-life!

## COMBAT SCREENS

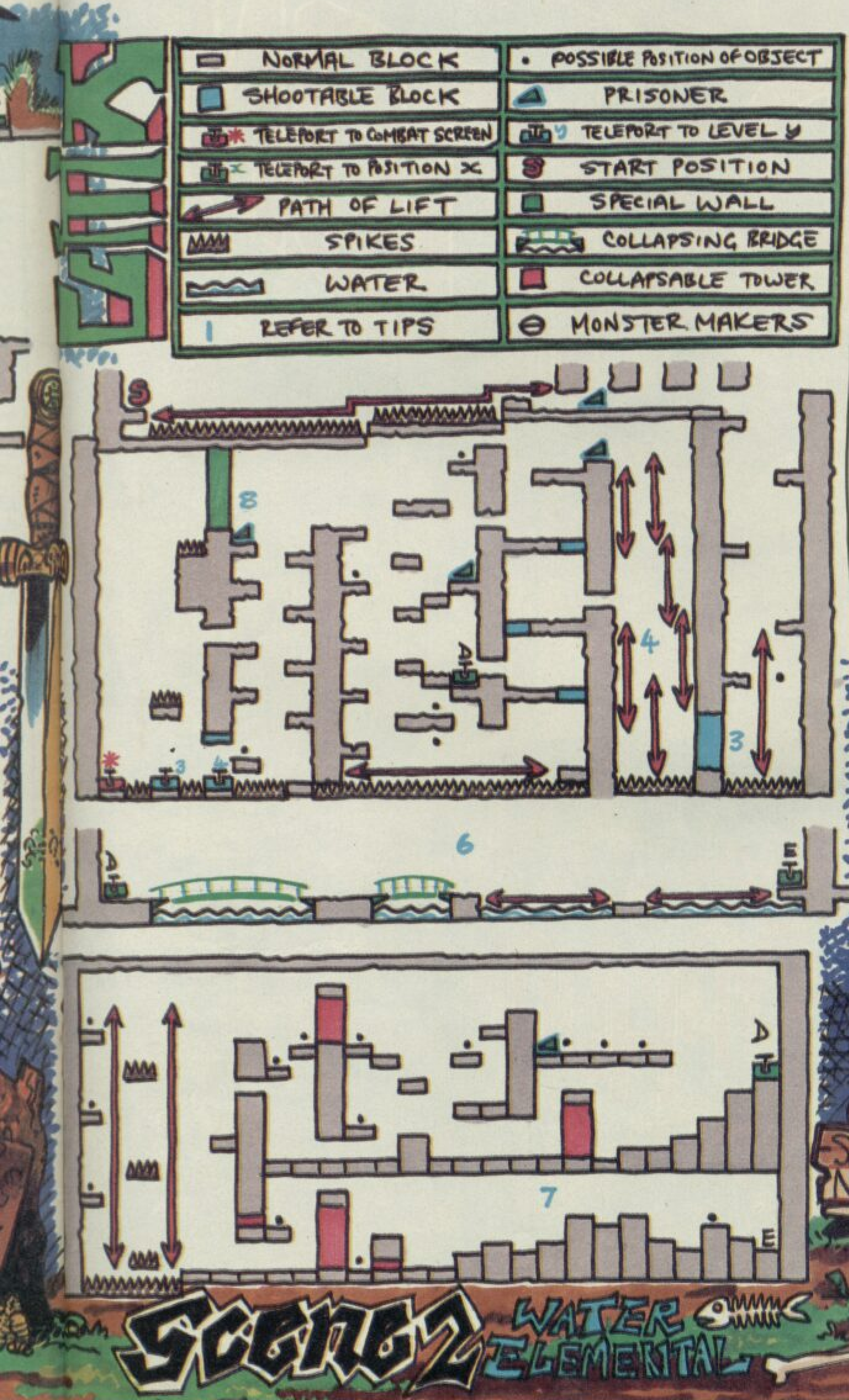
These are easy when you know how. Just don't panic. When the fireballs streak towards you, jump up between the gap when they split and blast. Try and get two or three shots off while you're in the air. When you have a demon that spits three fireballs (later levels) ignore the first one (it'll always miss) and use the previous strategy on the remaining two. Once you've vanquished the demon, any stray fireballs will be harmless. If you jump on some spikes while in a state of ecstasy over killing the beast, then you'll have to fight it again — so don't die okay?

## HACKS TO YOU

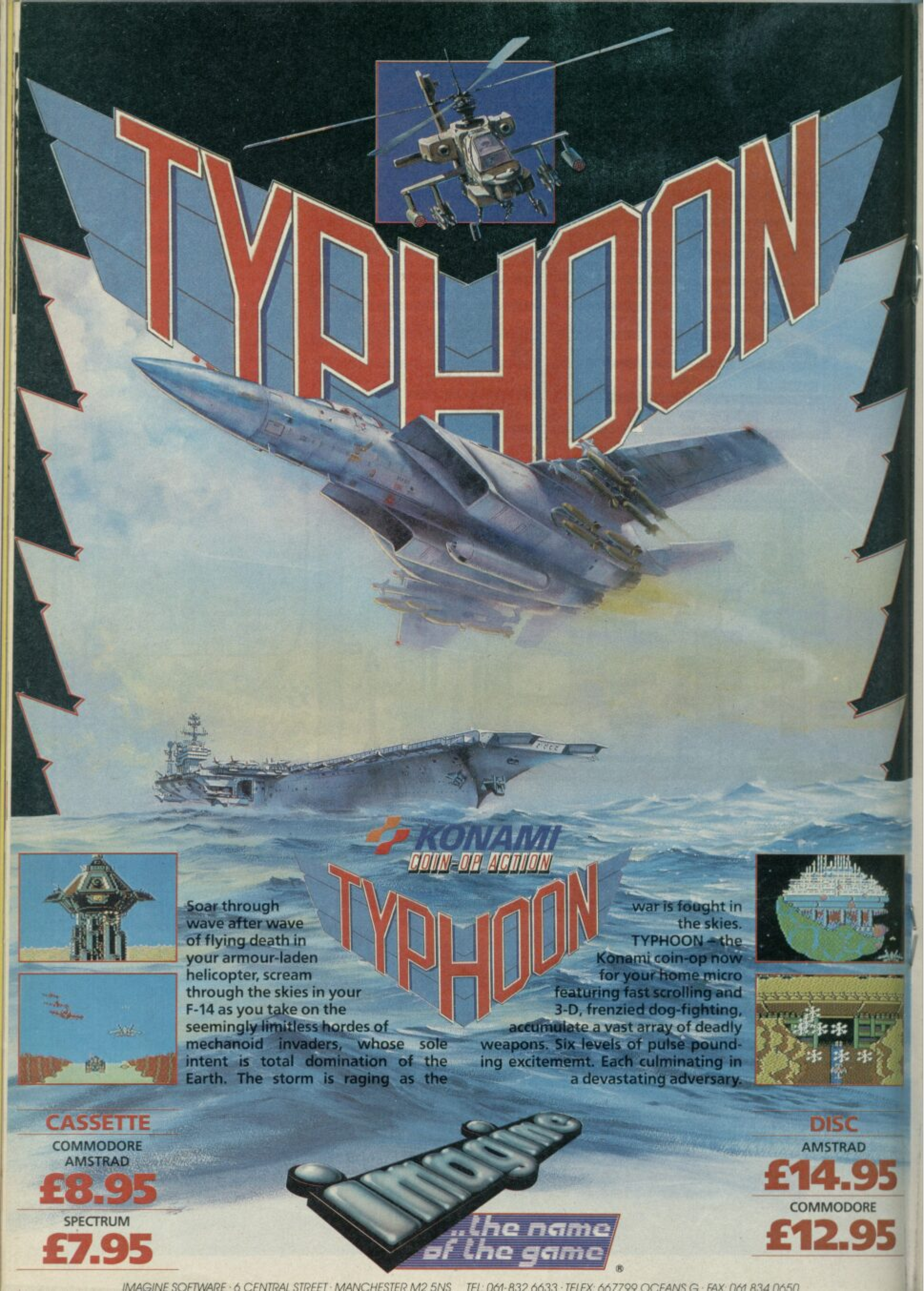
We're not sure what loader Firebird'll be putting on this corker but here are a couple of useful multiface POKES to keep you going:

POKE 44927,0 — Lives.

POKE 50218,0 — Number of elemental pieces collected.





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# T

## Thunderbirds

*(Firebird/January 1986) Good value arcade adventuring with the Gerry Anderson gang.*

C'mon down for the Firebird Turboload. This megahack provides the features listed...

```
 10 CLEAR 29999: LET t=0
 20 FOR f=3e4 TO 30155
 30 READ a: POKE f,a
 40 LET t=t+(f-29990)*a: NEXT f
 50 IF t<>1392299 THEN STOP
 60 FOR f=f TO 1e9: READ a
 70 IF a>255 THEN GO TO 100
 80 POKE f,a
 90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 30162,218 :REM for no weight
limit
104 POKE 30165,230 :REM for infinite lives
106 POKE 30168,230 :REM for infinite fuel
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91
430 DATA 98,114,65,175,50,177,0,50,47,0,50,
215,0,201,1412777
```

## Thundercats

*(FTL/March 1988) Possibly one of the only cartoon-conversions that has ever worked. Captured the atmosphere of the celluloid over several scrolling shoot 'em ups.*

On level one of *Thundercats*, it's best to duck down all the time and kill everyone. Jump up and get the bonuses in the trees. The white bonus L is an extra life. If one of the small creatures gets stuck between the two rocks, go off the screen and come back, then he'll have disappeared. On level two, watch out for the crumbling rocks. Obtain the fireballs at the first opportunity, and always keep running. On the bonus mission you must go to the left. Kill the rhino-like people, and jump over the person with the shield, as you can't kill him. Watch out for the rivers which you will have to jump, 'cos a big eyeball comes out of the river and attacks you. On level four, watch out for the fireballs and when you come across the small gravity craft, get in and blast to the end of the level. On level seven look out for the chap with a snake around his shoulders. He fires little flies at you which circle and kill you. A quick general tip; on most levels the bonus items - lives, fireballs and so on, are white objects. Level one has white objects in trees and level three has skeleton heads.

Multiface Poke

| | |
|---|---|
| 31407,0 | Infinite lives |

## TLL

*(Vortex/June 1985) Early 3D game that has you piloting your skills with a Tornado over treacherous isometric landscapes.*

To use a Kempston joystick you must first Merge in the Basic loader and then edit the following lines. Remember that there's some degradation in sound quality when using this method but 'you pays yer money and yer takes yer choice!'

```
20 DATA 55,62,255,221,33,0,64,17,156,191,
205,86,5,33,179,255,17,198,118,1,3,0,237,176,3
3,182,255,17,210,132,1,5,0,237,176,201,0,0,0,2
05,105,254,24,63
50 FOR N=65423 TO 65466
.
.
3000 RANDOMIZE USR 65423
```

To get infinite lives and time, Merge the program and stop the tape when you get the OK message. Now list the Basic loader and edit lines 20,50 and 3000 to match the lines shown below. Now type Run and start the tape from where you left off.

```
20 DATA 55,62,255,221,33,0,64,17,156,191,
205,86,5,62,0,50,190,136,50,15,132,201
50 FOR N=65423 TO 65444
.
.
3000 RANDOMIZE USR 65423
```

## Toadrunner

*(Ariolasoft/August 1986) Frog type game which came as the sequel to* Riddler's Den.

For infinite lives, play tape from the start.

```
 10 LET t=0: FOR f=4e4 TO 40023
 20 READ a: POKE f,a
 30 LET t=t+(f-29990)*a: NEXT f
 40 IF t<>57097 THEN STOP
 50 RANDOMIZE USR 4e4
 60 DATA 175,221,33,233,106
 70 DATA 55,17,29,27,61
 80 DATA 205,86,5,48,241
 90 DATA 33,222,149,34,3
100 DATA 107,195,233,106
```

## Tomb Of Syrinx

*(The Power House/June 1987) Where's my Mummy?! Great platforming action on the cheap.*

Bosh with the infinite Pokes here. Just type 'em in and play your master tape from the start.

```
10 BORDER 0:PAPER 0: INK 0: CLEAR
VAL "24063"
20 LOAD "" SCREEN$: LOAD "" CODE
30 POKE 58046,0: REM INFINITE LIVES
40 POKE 57286,201: REM NO NASTIES
50 RANDOMIZE USR 63744
```

## Top Gun

*(Ocean/February 1987) Take my breath awaaaayyy! Nothing to do with Tom Cruise or Kelly McGillis (fnar), just an excellent vector-graphics combat game.*

The Speedlock MultiPoke comes into play here – and guess what? It'll give you infinite lives.

```
 10 CLEAR 65533: LET t=0
 20 FOR f=23296 TO 23443
 30 READ a: POKE f,a
 40 LET t=t+(f-23286)*a: NEXT f
 50 IF t<>1240275 THEN STOP
 60 FOR f=f TO 1e9: READ a
 70 IF a>255 THEN GO TO 100
 80 POKE f,a
 90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 8,145,252,0,0,66,255,78,252,243,
254,8,175,50,92,103,195,168,97,1287876
```

Multiface Poke

| | |
|---|---|
| 26460,0 | Infinite lives (Player 1) |

## Trailblazer

*(Gremlin/May 1986) One of the many bouncy ball games, like* Bounder *in 3D.*

Line 60 gives infinite time and line 70 gives infinite jumps. Either can be deleted. The rest are vital for the running of the program and cannot be deleted. Play the tape from the START.

```
10 LOAD ""CODE
20 FOR f=60210 TO 1e9: READ a
20 IF a=999 THEN GO TO 40
30 POKE f,a: NEXT f
40 POKE 60027,50: POKE 60028,235
50 RANDOMIZE USR 6e4
60 DATA 62,201,50,137,143
70 DATA 175,50,171,138
80 DATA 195,8,132,999
```

## Transmuter

*(Mastertronic/September 1986) Cheap but cheerful platformer,*

Type this program and play the tape from the start for infinite lives.

```
10 LOAD ""CODE 16384: LET t=0
20 FOR f=23317 TO 23326
30 READ a: POKE f,a
40 LET t=t+(f-23307)*a: NEXT f
50 READ a: IF t<>a THEN STOP
60 POKE 23755,255
70 RANDOMIZE USR 23296
80 DATA 175,50,206,112,50
90 DATA 72,92,195,206,93,18270
```

Multiface Pokes

| | |
|---|---|
| 28878,0 | Infinite lives |

## Trantor

*(US Gold/August 1986) Visually stunning sci-fi run about an' shoot 'em up, but tripped up on the game play.*

| | |
|---|---|
| 56596,0 | Strength |
| 56711,0 | Time |
| 54236,0 | Ammo |
| 52514,0 | No aliens |
| 52221,0 | Infinite lives |

## Trap

*(Alligata/March 1987) A boring and undetailed shoot 'em up.*

Play the tape from the start. Line 50 lets you access all ships without insufficient orbs errors, and line 60 is infinite lives. The screen is corrupted at the start of the load, don't worry - it gets covered with the title screen later. Note - This program works on the 48K version (it's been tested) but untested on the 128K version.

```
10 CLEAR 65530
20 LOAD ""SCREEN$
30 LOAD ""SCREEN$
40 LOAD ""CODE
50 POKE 27126,0
60 POKE 39558,0
70 RANDOMIZE USR 38700
```

## Traxx

*(Artic/June 1983) A real oldie* Painter*-type game.*

It's Golden Oldie time! Play tape from the start. When loaded, GO TO 5 for infinite lives.

```
10 FOR f=65500 TO 65527
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 65500
40 DATA 221,33,0,64,17
50 DATA 218,72,62,255,55
60 DATA 205,86,5,48,241
70 DATA 33,84,255,34,61
80 DATA 91,175,50,25,124
90 DATA 195,3,19
```

## Treasure Island

*(Code Masters/July 1987) Multi-level arcade adventure. Arrrh, Jim Lad...*

On the second level press h,t,h,t,h,t,h.... and so on and you'll soon be on the third level.

## Triaxos

*(Ocean/June 1987) Shoot 'em up with enough strategy to keep you busy.*

Infinite time, dynamite and ammo here care of the Speedlock hacker.

```
 10 CLEAR 3e4: LET t=0
 20 FOR f=23296 TO 23403
 30 READ a: POKE f,a
 40 LET t=t+(f-23286)*a: NEXT f
 50 IF t<>572714 THEN STOP
 60 LET t=10: FOR f=f TO 1e9
 70 READ a
 80 IF a>255 THEN GO TO 110
 90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
```

```
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,165,185,228,75,238,76,250,
244,251,30,84,235,253,177,253,82,253,175,50,4
,120,50,8,130,50,252,144,49,191,93,195,0,91,11
9290
```

# U

## Ultima Ratio

*(Firebird/November 1987) Shoot 'em up with average graphics.*

Holding down A and D simultaneously in the status screen of *Ultima Ratio* will give you infinite lives.

## UnderWurlde

*(Ultimate/December 1983) Arcade adventure starring Sabre Man (again!).*

And now, the moment you've been waiting for... The Pokes. Well, grab yourself a blank tape and your original copy of *Underwurlde* and get ready. First off, type in the following special header program.

```
100 CLEAR 32000
110 FOR X=32768 TO 32769
120 READ A: POKE X,A
130 NEXT X
140 PRINT "START TAPE AND PRESS
ANY KEY"
150 IF INKEY$="" THEN GO TO 150
160 RANDOMIZE USR 32768
170 DATA 221,33,12,128,17,17,0,175,205,194
180 DATA 4,201,0,175,66,85,83,84,69,
82,83,32
190 DATA 32,13,4,0,128,217,3
```

Run this and Save it onto a blank tape (following the instructions provided on screen). Once done, rewind the tape and clear your Spectrum using the command RANDOMIZE USR 0. Now type CLEAR 25000, press Enter, type LOAD "" and start up your tape. When the header's loaded, take out your tape and replace it with the *Underwurlde* master. Remove the lead from your cassette machine and listen to the tape, pausing it just after the program header (this is the short section that's heard first on the tape). Now reconnect the lead and start the tape up again. When the 'OK' message appears, pause the tape again and type in the following commands;

```
POKE 24791,251: POKE 24792,207
RANDOMIZE USR 24740
```

You should now get a garbled message on screen – ignore it. Type New, press Enter and type in the following listing.

```
100 READ N
110 FOR X=62421 TO 62420+N
120 READ Y: POKE X,Y
130 NEXT X
140 RANDOMIZE USR 62374
```

The final stage is to select one of the following Data lines and add it to the above program. Each line does something different, but only one can be used at a time!

For infinite lives;

```
150 DATA 11,62,0,50,240,231,50,244,231,195,
242,103
```

To stay immortal after finding a gem;

```
150 DATA 11,62,0,50,153,148,50,154,148,
195,242,103
```

To make the weapons appear in the same places each game;

```
150 DATA 8,62,0,50,199,232,195,242,103
```

All you have to do now is type Run, press Enter and re-start the tape. Good luck!

## Universal Hero

*(Mastertronic) A cheapie run-around involving a complex plot, ie, open-the-doors-on-the-Moon-Base. How thrilling.*

Here's a clever little hack to aide you all-round super persons. Just type it in, Run it and if it doesn't say "DATA ERROR" then start the original tape and away you go.

```
10 LET T=0: FOR N=23296 TO 23420
20 READ A: POKE N,A: LET T=T+A: NEXT
N
30 IF T<>11969 THEN PRINT "DATA
ERROR": STOP
40 RANDOMIZE USR 1366+USR 1366+
USR 23296
50 DATA 221,33,80,195,17,0,1,62,255,55,205,
86,5,243,49,128,91,33,0,88,17,1,88,117,1
60 DATA 255,2,237,176,221,33,0,144,17,0,27,
62,255,55,205,86,5,243,33,0,144,17,0,64
70 DATA 1,0,27,237,176,221,33,141,91,17,114,
164,62,255,55,205,86,5,243,33,0,88,17
80 DATA 1,88,1,191,2,117,237,176,221,33,0,
64,17,0,8,62,255,55,205,86,5,243,221
90 DATA 33,0,88,17,0,1,62,255,55,205,86,5,
243,62,201,33,51,150,119,33,252,150,119,33,21
1,150,119,195,0,130
```

## Uridium

*(Hewson/September 1986) Brilliant shoot 'em up – if you like zappy alien games, you must get this game!*

This hack'll give you a completely invincible Manta fighter. Oo-er!

```
10 REM URIDIUM HACK
20 LET T=0: FOR N=65000 TO 65108: READ
A: POKE N,A: LET T=T+A: NEXT N
30 IF T<>11835 THEN PRINT "DATA
ERROR": STOP
40 RANDOMIZE USR 65000
50 DATA 55,62,255,17,125,2,221,33,39,244,
205
60 DATA 86,5,48,241,175,33,39,245,119,33,
119
70 DATA 35,119,33,62,245
80 DATA 119,35,119,33,186,245,119,35,119,
62,201
90 DATA 50,188,245,33,39,180,34,43,245,
205,0
100 DATA 245,243,17,222,11,221,33,0,64,205,
134
110 DATA 245,17,0,80,33,51,254,1,34,0,237,
```

176
120 DATA 195,0,80,33,0,64,17,39,244,1,222,11
130 DATA 237,176,33,25,8,0,17,86,152,1,10,0,237
140 DATA 176,195,80,253,175,50,123,216,61,50
150 DATA 124,216,201

Multiface Pokes

| | |
|---|---|
| 55419,0 | } |
| 55420,255 | } Immunity |

# V

## Vampire

*(Code Masters/July 1987) Cheapie I-vant-to-drink-your-blood game.*

If you press 1, 2, 3, 4 and 5 together, it teleports you to the final screen where you can shoot some spiky baddies and win the game!

## Voidrunner

*(Ariolasoft/August 1986) Blasty and futurist shoot 'em up*

Here's a quick hack for *Voidrunner*. Use it as normal.

```
10 FOR N=60000 TO 60020
20 READ A: POKE N,A: NEXT N
30 RANDOMIZE USR 60000
40 DATA 55,62,255,33,220,72,221,33,0,128,205
50 DATA 86,5,62,0,50,255,155,195,0,128
```

# W

## War

*(Martech) Absolutely nothing to do with the Boss or Frankie. A standard vertical-scrolling blast'em up with exceptional graphics*

Multiface Poke

| | |
|---|---|
| 37033,0 | Infinite lives |

## Way Of The Exploding Fist

*(Melbourne House/September 1985) Haeeeeyaaaaahhh! Possibly one of the first and best martial-arts game. Chop!*

Here's a trés quick hack to give you 255 time units rather than the normal 30.

```
10 LOAD ""SCREEN$: LOAD ""CODE: POKE 44793,255: RANDOMIZE USR 39982
```

## (Way Of The Exploding) Fist II

*(Melbourne House) Haeeeeyaaaaahhh! the sequel, but more exploring than fighting this time.*

Play the tape from the START.

```
10 CLEAR 65535: LET t=0
20 FOR f=3e4 TO 30036: READ a
30 POKE f,a: LET t=t+(f-29990)*a
40 NEXT f: READ a
50 IF t<>a THEN STOP
60 RANDOMIZE USR 3e4
70 DATA 221,33,175,253,17
80 DATA 171,0,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,76,117,17,252
110 DATA 253,1,10,0,237
120 DATA 176,195,232,253
130 DATA 175,50,181,105,0,195,14,241,132431
```

for infinite lives, or change line 130 to

```
130 DATA 62,liv,50,97,106,195,14,241,124875
```

for x lives. If using x lives, you also need this line:

```
45 LET t=t-(liv*40)
```

## Way Of The Tiger

*(Gremlin/April 1986) 'pon my soul. Yet another martial arts game with 'Way' in the title. Follow the path to beat up all manner of fantastic creatures with an equally varied selection of weapons all against an outlandish scrolling backdrop.*

This hack will give you infinite endurance in any of the scenarios. Unfortunately the bottom two lines of the screen will be

corrupted, since this is where the routine lives. There's no easy cure to this either, since *The Way Of The Tiger* uses all of the memory at one time or another. Simply type it in and run it, and, if you don't get "CHECKSUM ERROR", play the original cassette from the start – it'll load and work as normal, but you''ll be a lot more resiliant!

```
10 REM WAY OF THE TIGER
20 CLEAR 39999: LET T=0: FOR N=60000 TO 60086: READ A
30 POKE N,A: LET T=T+A: NEXT N
40 IF T<>9211 THEN PRINT "CHECKSUM ERROR": STOP
50 LOAD ""CODE: POKE 57413,201: RANDOMIZE USR 60000
60 DATA 243,49,48,117,205,4,224,33,122,187,62,195,119,35,62,57,119,35,62,188,119,33
70 DATA 149,234,17,57,188,1,7,0,237,176,33,156,234,17,224,87,1,27,0,237,176,33
80 DATA 224,87,34,181,95,175,195,70,224,62,201,50,0,0,225,201,254,1,32,5,33,220
90 DATA 177,24,12,254,2,32,5,33,119,176,24,3,33,235,178,34,60,188,195,62,187
```

## Who Dares Wins II

*(Alligata) SAS shoot'em up in the* Commando *vein.*

Infinite lives for anyone who wants them – watch out though, memory's very tight, so don't add anything!

```
10 CLEAR 24319: FORN=23296 TO 23320: READ A: POKE N, A: NEXT N
20 RANDOMIZE USR 23296
30 DATA 62,255,55,221,33,0,95,17,0,161,205,86,5,48,241,175,50,145,198,50,135,202,195,64,192
```

## Wizball

*(Ocean/January 1988) A strange bouncy ball shoot 'em up, where your aim is to collect drops of colour. What happens if you're playing with a black and white telly, then?*

Infinite lives or immortality with the Speedlock Hacker (as described in Part 6).

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=10: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 200,175,189,228,110,238,7,252,0,0,0,64,115,255,67,255,9,255,175,50,188,144,62,201,50,62,0,49,0,97,251,195,128,143,107601
```

Add this line for immortality:

```
115 POKE 23430,188
```

## Wonderboy

*(Activision/September 1987) Owww! No, not Michael Jackson, but a super-hero still in his pampers jumping about and scrolling every which way!*

Type in the program (You can delete lines 180-240, but not 250), save it then Run it with the *Wonderboy* tape playing from the start. And there you have it – infinite axes!

```
10 REM WONDERBOY
20 CLEAR 27000
30 LET T=0
40 FOR I=23296 TO 23337: READ A: POKE I,A: LET T=T+A: NEXT I
50 IF T<>5602 THEN PRINT "ERROR IN DATA": STOP
60 FOR I=I TO 1e9: READ A
70 IF A<999 THEN POKE I,A: NEXT I
90 PRINT "PLAY WONDERBOY TAPE FROM THE START
100 RANDOMIZE USR 23296
110 DATA 33,86,5,17,0,96,1,142
120 DATA 0,237,176,33,116,96,34
130 DATA 128,96,62,117,50,80,96,50
140 DATA 113,96,50,126,96,62,135,50
150 DATA 121,96,49,0,0,221,33,33
160 DATA 122,17,223,131,175,55,205,0
170 DATA 96,48,242,33,0,254,17,0
175 DATA 0,1,224,131,237,184,175
180 DATA 50,58,134: REM INFINITE LIVES
190 DATA 50,32,149: REM INFINITE VITALITY
200 DATA 50,34,134: REM INFINITE AXE
210 DATA 62,24,50,233,137: REM LOAD ANY PART
220 REM NEXT TWO LINES FOR INVINCIBILITY
230 DATA 62,195,50,58,133,50,112,159
240 DATA 50,34,161,50,142,163
250 DATA 49,180,95,195,0,128.999: REM END MARKER
```

Multiface Pokes

| | |
|---|---|
| 34362,0 | Infinite lives |
| 34338,0 | Infinite axe |
| 35305,24 | Load any level |
| 34106,195 | ] |
| 40816,195 | ] Immunity |
| 41250,195 | ] |
| 41870,195 | ] |
| 38176,0 | ] Infinite vitality |

## Wulfan

*(Ocean/December 1987) A very cute 3D walkabout game. You won't find much better for two quid.*

Type this loader then play the tape from the start:

```
10 FOR f=3e4 TO 30016
20 READ a: POKE f,a: NEXT f
30 MERGE "": RUN USR 3e4
40 DATA 221,33,0,64,17
50 DATA 0,150,62,255,55
60 DATA 33,3,19,229,195
70 DATA 86,5
```

When loaded, type POKE 31273,0 for immortality and/or POKE 25862,0 for infinite lives, then type LET (or anything else to generate a ? cursor) to start the game.

# X

## Xarax

*(Firebird/July 1987) Unoriginal shoot 'em up.*

It's that ol' devil called Bleepload again, this time providing the infinite Hack on *Xarax*.

```
10 LET t=0
20 FOR f=32768 TO 32876
30 READ a: POKE f,a
40 LET t=t+(f-32758)*a: NEXT f
50 IF t<>679460 THEN STOP
60 FOR f=32877 TO 1e9: READ a
70 IF a>256 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-32867)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,8,192,157,95,175,50,136,161,
195,122,153,704126
```

## Xecuter

*(Firebird/January 1987) Two player shoot 'em up with little imagination.*

Multiface Pokes

| | |
|---|---|
| 54017,0 | Infinite lives player 1 |
| 53538,0 | Infinite lives player 2 |

## Xeno

*(Mastertronic/July 1986) Another shoot 'em up, although this time there was more gameplay to bite into.*

Multiface Poke

| | |
|---|---|
| 22225,1 | Infinite lives |

## Xevious

*(Imagine/July 1987) A good blasting game from Imagine.*

Multiface Poke

| | |
|---|---|
| 53592,200 | Infinite lives |

# Y

## Yabba Dabba Doo

*(Quicksilva/September 1986) The first attempt at putting Fred, Wilma and the gang from The Flintstones onto the Speccy screen. Wot a flop!*

There's nothing prehistoric about this infinite lives program for *Yabba Dabba Doo!* To use it, simply type it in, Run it and play the original game tape from the start. Couldn't be easier!

```
10 FOR N=65000 TO 65007
20 READ A: POKE N,A: NEXT N
30 DATA 175,50,92,170,124,246,1,201
40 LOAD ""CODE
50 POKE 64909,195: POKE 64910,232: POKE
64911,253
60 RANDOMIZE USR 64767
```

## Yeti

*(US Gold/August 1987) Frosted strategy game in search of Big Foot himself.*

Delete lines 70-100 if you don't want an infinite amount of whatever is in each REM statement. Play the tape from the start to get things up and running.

```
10 CLEAR 24575: BORDER 0
20 LET t=0: LOAD ""CODE 65088
30 FOR f=65387 TO 65404
40 READ a: POKE f,a
50 LET t=t+(f-65377)*a: NEXT f
60 IF t<>32155 THEN STOP
70 POKE 65390,187: REM lives
80 POKE 65393,219: REM temp
90 POKE 65398,188: REM grenad
100 POKE 65401,191: REM ammo
110 POKE 65092,24
120 RANDOMIZE USR 65088
130 DATA 175,50,22,0,50
140 DATA 96,0,62,24,50
150 DATA 183,0,50,169,0
160 DATA 195,252,183
```

## Yogi Bear

*(Piranha/March 1988) I'm smarter than the average... er, game, Bo Bo.*

Multiface Pokes

35090,0 }
35091,0
34900,0
35092,0
35093,0 }
45026,24 } Immunity

# Z

## Zenji

*(Firebird/December 1987) A re-release of a game first produced in 1984. It didn't do too well then, and the re-release didn't show much face either.*

Infinite lives and/or time, play tape from the start.

```
 26 POKE 35731,0: REM lives
 27 POKE 38281,0: REM time
100 MERGE "": RUN
```

## Zoids

*(Martech/January 1986) A remarkable, but weird game based on the plastic moving dinosaur toys. Hmmmm...*

Here's a nifty little program for Martech's *Zoids*. Type it in, Run it, and, if you don't get a checksum error mesage, play you *Zoids* tape from the beginning. Lines 150-180 are each for different Pokes – you can delete the lines containing Pokes you don't want, but steer clear of that End Marker!

```
10 CLEAR 65535
20 LET=0
30 FOR N=23307 TO 23430: READ A: LET
T=T+A: POKE N,A: NEXT N
40 IF T<>14208 THEN PRINT
"CHECKSUM ERROR": STOP
50 FOR N=N TO 1e9: READ A: IF A<256
THEN POKE N,A: NEXT N
60 BORDER 0: INK 0: PAPER 0: CLS:
RANDOMIZE USR 1267+USR 23296
70 DATA 118,205,162,45,127,90,90,75,72,
59,59,225,17,47,91
80 DATA 6,88,26,203,65,40,3,134,23,1,174,
18,19,16,243,35
90 DATA 13,242,24,91,124,152,95,111,178,
127,248,52,143,111,244,26
100 DATA 211,228,98,234,244,98,246,244,98,
78,244,9874,244,102,119
110 DATA 130,102,178,98,54,178,115,111,244,
95,1,61,146,68,0,117
120 DATA 123,0,195,95,109,72,143,122,126,
102,169,113,115,78,123,100
130 DATA 175,102,210,98,44,73,111,166,169,
54,36,95,70,31,155,95
140 DATA 168,70,143,164,82,199,127,212,
220,199,46,119
150 DATA 175,50,109,209: REM NO
ZOIDAR POWER LOSS
160 DATA 62,191,50,229,217: REM
INFINITE MISSILES
170 DATA 175,50,125,213: REM INFINITE
BULLETS
180 DATA 62,24,50,229,214: REMTAKE
INFINITE DAMAGE
190 DATA 195,1,137,999: REM END
MARKER – DO NOT DELETE!
```

## Zolyx

*(Firebird) Shoot 'em up in the traditional futuristic setting. No great shakes here.*

Using the trusty ol' Bleepload (Firebird) MultiPoke hacker, this routine will give you infinite time and/or infinite lives. Type it in then play you master tape from the start.

```
10 LET t=0
20 FOR f=32768 TO 32876
30 READ a: POKE f,a
40 LET t=t+(f-32758)*a: NEXT f
50 IF t<>679460 THEN STOP
60 FOR f=32877 TO 1e9: READ a
70 IF a>256 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-32867)*a: NEXT f
100 IF t<>a THEN STOP
104 POKE 32885,197 :REM for infinite time
108 POKE 32888,198 :REM for infinite lives
110 LOAD ""CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,181,233,124,175,50,44,0,50,
112,0,195,0,176,703305
```

## Zynaps

*(Hewson/September 1987) Dominic Robinson's secret game after Uridium. An amazingly colourful shoot 'em up which was very addictive.*

For 255 lives, type in this program, Run it and play tape from the start.

```
10 CLEAR 32767: LOAD ""CODE
20 POKE 64531,214
30 RANDOMIZE USR 64512
40 POKE 65138,20
50 POKE 65139,91
60 FOR f=23316 TO 23323
70 READ a: POKE f,a: NEXT f
80 RANDOMZE USR 65082
```

```
 90 DATA 62,255,50,208,175
100 DATA 195,0,128
```

Level 1
This is easy! Just keep shooting the green aliens until you get the last weapon, and destroy everything in sight. Then collect the seekers (with the sights) then wait till you get to the end and hold down fire while dodging the missiles.

Level 2
It's best to stay in the top left-hand corner and dodge those rocks and collect extra firepower, but nothing else. Shoot the white missiles as soon as they appear. Once again, collect the seekers and hold down fire. Boom boom!

Level 3
This is where it gets a bit tricky. Stay on the right, dodge the bubbles and get those pink things. Collect only extra firepower again, and hold onto it until the end of the level and shoot the ship out of the screen. The secret is to go up and down, firing all the time, dodging the bullets. It will either blow up or get out of the way.

Level 4
From this level onwards the levels change depending on how many lives you have (cunning, eh?), but in general keep firing, think ahead for which weapon to use, and get to know the layout.

Multiface Pokes

| | |
|---|---|
| 45424,0 | ) |
| 45425,0 | ) |
| 45426,0 | ) Infinite Lives |
| 39775,201 | Immunity |

# The MUNS

Thank you, we're not going to have any silly ghost jokes in this piece. None whatsoever, and that's a promise.

Now, you're probably wondering about Again Again, or if you've wondered about it before, you're wondering about Again Again again. Do Status Quo figure in any way? And what about Design Design, or Talk Talk, or even Sirhan Sirhan? *(Eh? Eh? Ed Ed).*

In fact Again Again is a new full-price label and the brainchild of Roger Hulley, the main who gave you Alternative Software. The first release — sometime later this year or perhaps the beginning of the next — will be the official licensed version of *The Munsters,* based on the TV series, the film, T-shirt and probably the doughnut of the same name. And, clever geezer that Roger is, he's entrusted this important project to Teque, the development house started by ex-Gremlin programmers Shaun Hollingsworth and Peter Harrap — yup, those wacky funsters who gave us the *Monty* games.

Not that Pete and Shaun are working on this themselves — they and MD Tony Kavanagh have entrusted the whole five-month project to Bill Caunt and Peter Hickinson, who are writing the game on all six formats. I saw the work on the first two formats they are writing — the ST and of course the Speccy.

So, woss the idea? Well, seems that 1313 Mockingbird Avenue has been invaded by vampires and witches — people just like the Munsters, in fact. But unlike Herman and co, these ciphers from the underworld are straightforward baddies.

So baddy in fact, that they've gone to the lengths of kidnapping Marilyn (the normal Munster - or in their eyes, abnormal) to bring the family back in to line, and so have them ghosting and ghouling around as they should be. As the game opens Marilyn has just been nabbed, and spirited away *(Ha ha! A ghost joke! Ed)* — curses. Well, carried off to a nearby chateau, anyway, where the evil ghosts hang out. Controlling the four remaining family members, it's up to you to rescue her.

Trouble is, as the game starts, there's only Lily in sight. *The Munsters* is in the problem-solving tradition of arcade adventures, so it would be completely daft if I told you what she has to do, but what it comes down to is performing tasks in order to get the rest of the family in working order. Teque hasn't yet decided quite how much of the story will be



# TERS

*Whoooooooooooo! Scared? No, we thought not. But you might be after Again Again's first release. (Come again? Ed) We spirited Marcus Berkmann up to Rotherham to investigate further, and as usual he got it in the ghoulies . . .*

revealed, so I shall say no more.

What I will tell you is that control passes from one Munster to another at natural points in the game, usually after a particular task has been completed. There are also a fair few locations to visit — the various rooms of the house, the graveyard outside, the chapel and finally the chateau. When you've managed to amass all the family together, you get into the car and drive along the road to the chateau, while the family dragon flies above warding off witches and other evil spirits, yes, you even get to control the dragon.

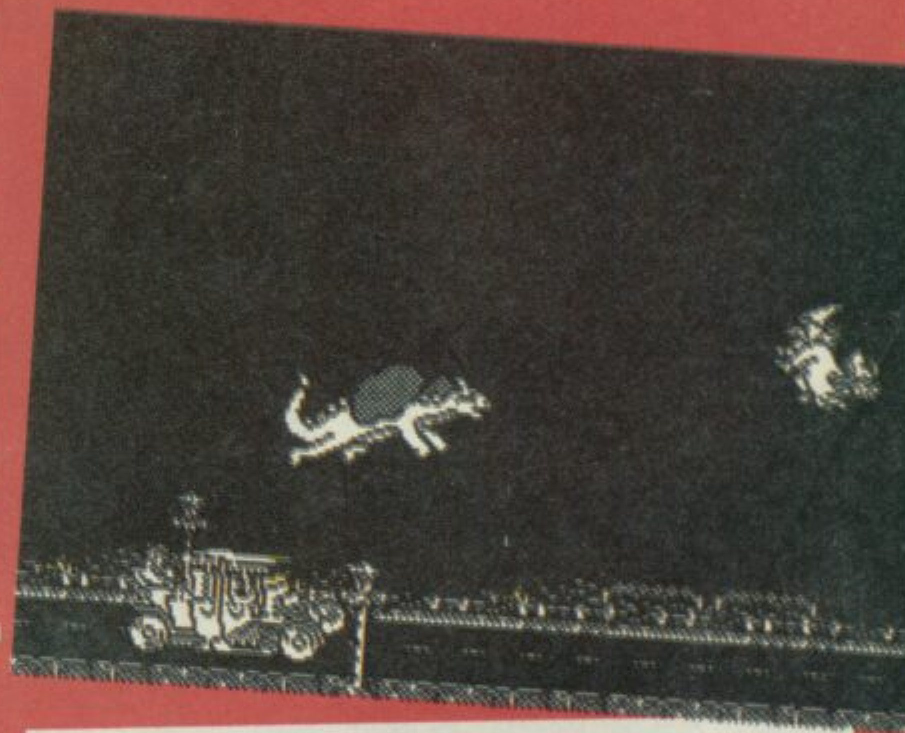
There's a lot of zapping as well as the exploring and problem solving, although you can't actually kill ghosts (they're a touch on the dead side already). Instead, you 'send them back to the underworld', making this another of those 'non-violent' games so beloved of headmasters and people who write into local papers.

The combination of the elements looks set to provide an entertaining little game — and a pretty well thought out one, too. Teque has, I get the impression, learnt from the mistakes made on projects like *The Flintstones*, and here the gameplay comes first. What we have here is not a finished product by any means, as Teque may yet make some fairly major changes to both plot and gameplay. But I saw it about a month before completion, and it was already looking like a game, rather than just a collection of graphic images.

And it looks as though it'll be a cracker. Quite when we'll see it is another matter, but it should certainly put Again Again on the map, and possibly put it on the map again.

There, hardly a ghost joke in sight. If you seriously thought I was haunted or even spooked by the spectre of these phantom gags, I can tell you you didn't have a ghost of a chance. Oh blast.

| Fax Box | |
|---|---|
| Game | The Munsters |
| Publisher | Again Again |
| Authors | Teque Software |



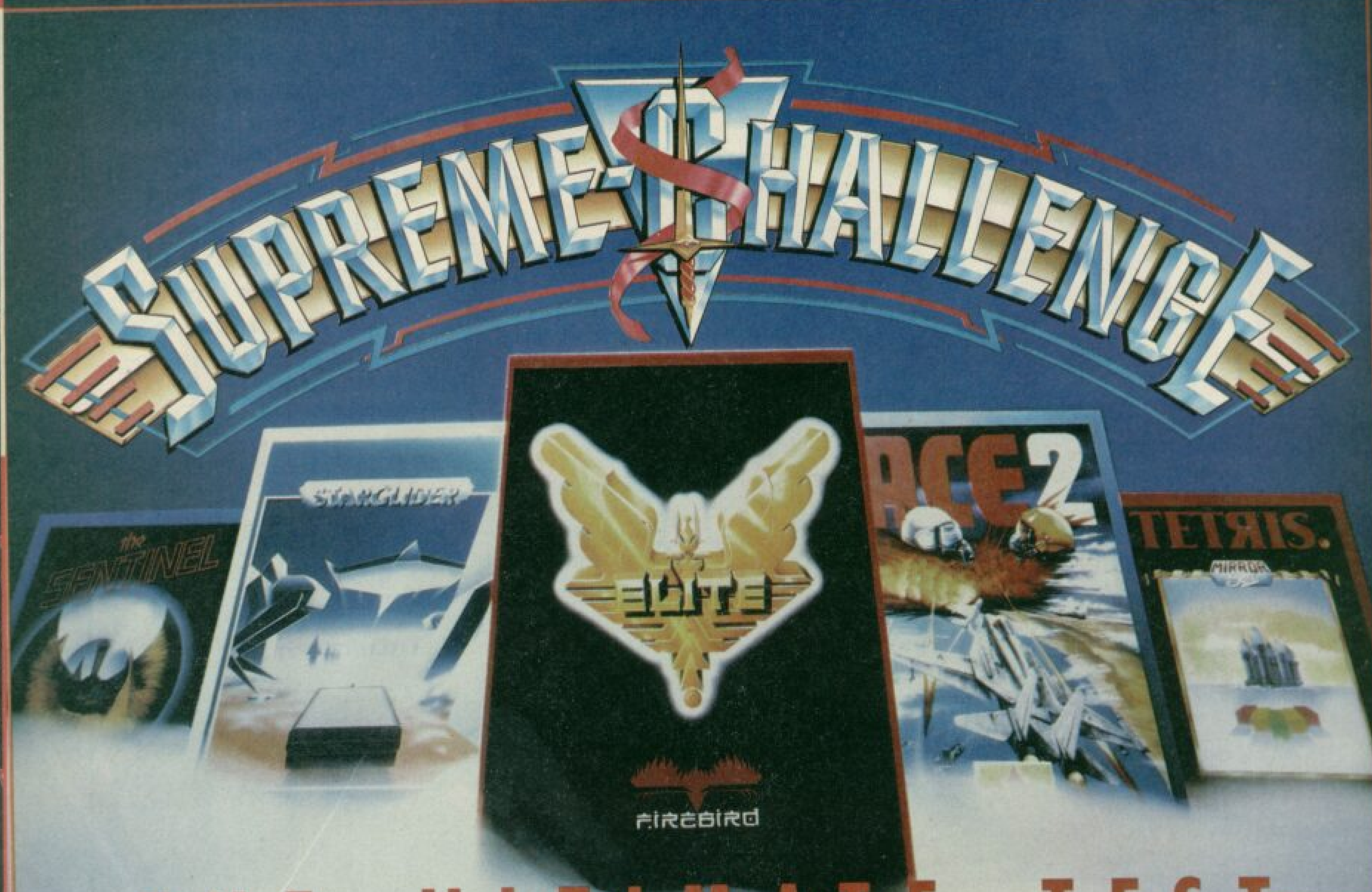
DRAGON YOUR HEELS
*This screen is far from finished — there'll be rather more going on, and colour is also promised — but it should give you the idea. The Munsters are driving along in their car, and you control the dragon. Witches will fly towards you bunging spells, and you must zap 'em. And occasionally ghosts on motorbikes zoom towards the car, which you must then lift up off the road for a second or two. Tricky? You bet, said Bill and Peter sniggering.*







TO KILL A MOCKINGBIRD AVENUE
*Worra pain! The Munsters' home has been infested by evil ghosties, which, owing to the fact that the game isn't finished yet, you can't see. (Well, I did say it was a preview!) What you can see, which you won't be able to in the final version, is all the Munsters milling about — usually you'll only have one, or possibly two, on the screen at any one time. Herman's walk is particularly droll — that clompy walk that looks as though something particularly unpleasant has just happened in the region of his underpants (bleugh!)*




# THE ULTIMATE TEST

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# THE ULTIMATE PACK

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BEAU-JOLLY

# Fernandez' Cork Has Got To Be Popped

YS COMPO

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Victor Kiam liked the Gillette shaver so much he bought the company. Big deal — General Fernandez liked the country of El Diablo so much he bloomin' well steamed in there with his army, overthrew the government and set himself up as the big boss. And guess who's got to go and sort him out? That's right, me old bucko — YOU! 'Cos *Fernandez Must Die!*

Fernandez, rum old cove that he is, isn't going to make an easy target of himself though. He's not going to think 'Oh look, an assassin. I wonder if I can assist him in his quest by painting a target on my chest and standing two inches away from his gun-barrel?' — he's just not that sort of chap. No he's far more likely to think 'Oh good, someone else I can attach to the El Diablo national grid by his wibbly bits.'

Fancy finding 250,000 volts surging through you? Thought not, then you'd better take pains to ensure you're not 'nicked' by him or any of his army chaps, hadn't you?

You're initially supplied with a jeep, but as we all know, jeeps are hardly the fastest things on four wheels, are they? So what happens if you get spotted by anyone? How are you going to do a successful 'runner' when your top speed is only 50 miles per hour? By not using the jeep at all, by cracky, that's how my old banana. You need something with a lower profile and a far higher power to weight ratio. A skoda? We think not. A Suzuki 4×4 Fallover-whilecornering 'Rhino'? Ahem, nope. Aaaahh! How about a Go-Kart? *(What an absolutely appalling link — Ed).*

Yes that's right — a Go-Kart!! And guess what? (*What? A reader*). Those incredibly generous folk at Image Works have decided to let you have a crack at zooming around in the real thing. Up for grabs are two days out (that's one day each for two different people) at a place in London, called Playscape. Playscape is a racing circuit for Go-Karts, and two lucky winners will be whisked there, kitted out in all the racing-gear and helmets, and be let loose (after a bit of tuition) on the race track. Fab city, and incidentally, a lot of racing drivers start off on karts — some of which are incredibly fast.

And that's not all. Two lucky runners up will each get an Image Works sports bag, crammed full of goodies and another 20 runners-up will each get a carrier-bag (ahem,) containing T-shirts, posters and badges, we hasten to add.

**Rules**

- *The chequered flag drops on November 30th, and any stragglers can consider themselves well and truly lapped.*
- *Team Dennis and Team Image Works drivers (if they know what's good for them) should sit this race out in the pits.*
- *The race-marshelle's decision is final, and no flag waving will be entered into.*

## EEEEEEOOOOOOOOOOWWWWWWWWW!!
## (Wotcha Gotta Do)

*Below you will see the faces of the dynamic-duo of motor-racing commentators: Murray 'Hurry Murray' Walker and James 'Gareth' Hunt. In between their respective boat-races (faces) are lines of dialogue with a box at either end. You have to work out which line of dialogue would be more likely to have come from which of the 'personalities' mouths, and then place a tick or a cross or something in the box nearest the face you have chosen.*

*For instance, if you think that the first line of dialogue comes from Murray then tick the box on the left. As simple as falling off a planet, n'est-ce pas? Once you're happy with your answers, cut the coupon out, glue it onto Nigel Mansell's drama teacher and send it to Hello, Erm, My name's, Err, Nigel Mansell, That's A Sporty Looking Metro, Erm, Has It Got A Turbo Compo, Your Sinclair PO Box 320 London N21 2NB (the new compo address). Oh, and make sure your entries get to us by 30th November, or you'll be out of the race.*



**My brain is certainly in gear. Here's who I think said what....**

☐ Weelll, what a brilliant piece of driving — Piquet's certainly on form today, look how he's — oh, he's crashed..... ☐

☐ And there's Nigel Mansell, jostling for position in the way only he knows how, and — wait a minute, that isn't Mansell... Where's Mansell gone???☐

☐ The rain is, er, pouring down, but Albaretto has made the right tyre choice, and that, quite frankly, should win him this race. Oh. He's spun off.☐

☐ And this looks like it's going to be an incredibly fast tyre-change. Hang on a minute, Prost's hopped out. Oh no, Alain Prost is on fire!!!☐

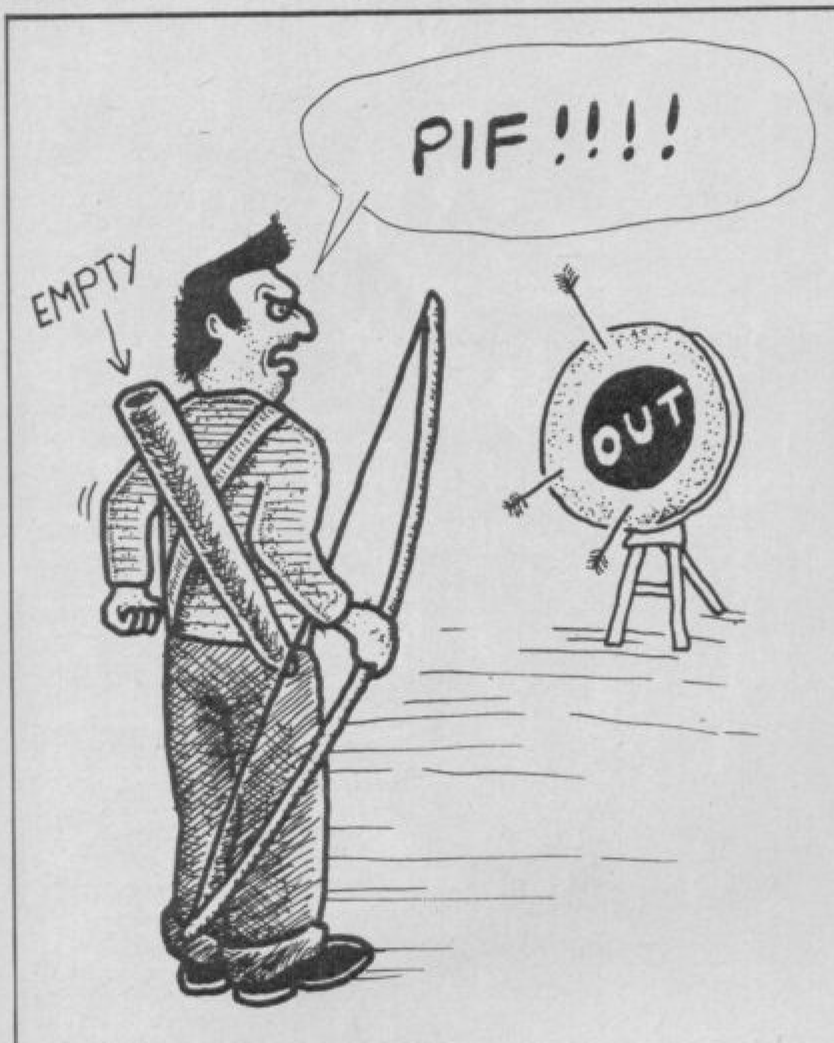
☐ Senna has passed Mansell — Senna has actually passed Mansell!! Hang on a minute, that isn't Senna.... or Mansell. Where are Senna and Mansell??☐

☐ I used to be a racing driver.☐

**Name** ..........................................
**Address** ......................................
..................................................
.............................**'Zip' Code** ..........



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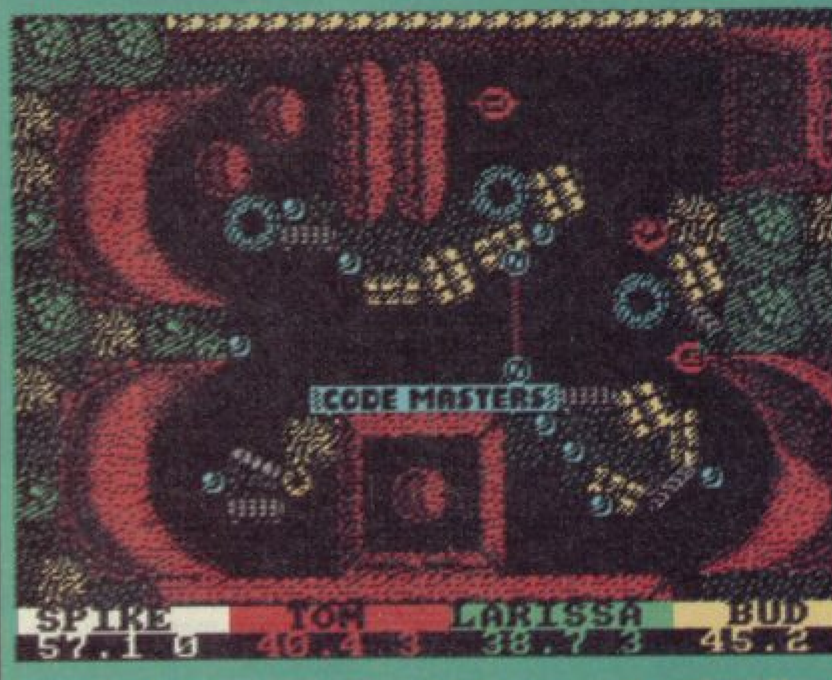
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# SCREEN SHOTS

## PART TWO

# PROFESSIONAL BMX SIMULATOR




**Codemasters Plus/£4.99**

**Sean** A long time ago, in a galaxy far, far away, an evil ruler, Count Toten of Plaxo, decided that any visitors from another planet had to go through certain ordeals before being allowed to stay. These ordeals involved getting on a BMX bike, and belting around a number of tracks of increasing difficulty, and if the poor beeyemexer should fail, it was into the lions pit. Actually, this is a lie, but there isn't a scenario with this game, so I thought that as *Your Sinclair* readers deserve the best, I'd write one for you anyway.

Back to *Professional BMX Simulator* however, which is the latest from Codemasters Plus, designed by that little Darling, Richard, and coded by the Oliver Twins. As a Codemasters Plus game, it means it's bigger than yer average budget game, and three quid more expensive. So what do you get for that extra three quid? Basically the original BMX simulator, released aeons ago, with various additions.

For a start this time around you'll find fifteen tracks, five each of dirt biking, quarry racing and desert biking. The last track on each of the three sections is a professional course, where you can customise your bike by changing the tyres and the size of chainwheel. Coo! The bikes can also crash into each other on the professional course, which makes things even more difficult. And, for the first time ever on the Speccy, there's four player simultaneous action. Fab. Unfortunately, as my computer didn't have enough ports, and I didn't have enough joysticks, and I don't have any friends anyway (altogether now . . . aaaaah), you'll have to hear about the one player point of view.

The idea, of course, is to guide your bike around the track, avoiding the various obstacles and ditches, and using the burms (BMX talk for banks) to build up speed for the straights or steep hills. Forget about winning the race, you'll need loads of practice before you can do that.

The graphics are standard Code Masters simulation fare, primarily one colour, with black being used to create the impression of burms and other colours for the obstacles. Your bike is a tiny little sprite, about twelve pixels long, which does create problems when all four bikes (in one player mode the other three are computer controlled) are going around the same corner, and you lose sight of which one you're in control of. This is resolved when your bike is the one which crashes into a wall, and the other three go merrily on their way, lapping you before you've turned your bike to face the right direction.

Control is a big problem — initially it took me half an hour to gain any type of control over my bike, but I persevered and found quite a playable little game underneath. The sound effects and various tunes are excellent in the *Ping Pong* mould, and of the same high quality.

The thing which made the game for me was the sheer variety of tracks, only three of which I managed to complete. Each of the different types — dirt racing, quarry and desert biking - have varying qualities, and must be handled accordingly. I never reached 'expert' grade, so I can't tell you what difference being able to customise your bike will make.

I didn't get a chance to try the multi-player option either, but I can imagine that with enough ports, joysticks and friends, you could happily spend many a winter evening gathered around the Speccy with *Professional BMX Simulator* glowing warmly on your monitor. Ah yes, the pleasure of racing up hill and down dale, arguing, cheating, having fun and generally making enough noise to really annoy your parents.

All in all, an addictive little game from Code Masters, and although a little awkward to get used to, it's well worth a fiver of anyone's money.

**YS CLAPOMETER**

***Excellent value for money simulation from Code Masters, well presented with fabby tunes.***

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**8**



***YS* Seal Of Approval**
**All games reviewed in Screenshots are finished products.**

# ALIEN SYNDROME

ACE/£7.99 cass

**Ben 'n' Skippy** Maybe this game should be called *Alien Syringedrome* 'cos it takes place in a genetics laboratory you see. Then again, maybe it shouldn't 'cos in this laboratory things have gone rather badly wrong. The quiet complex, usually populated by boffins gently engineering various species to mankind's needs, has suddenly become a fraught danger zone, over-run by horrific, bloodthirsty mutants (sounds like the *YS* office to us!). Normally, the authorities would just seal down the labs and blow them to kingdom come, taking all the nasty beasties with it, but the scientists working there are trapped (shock, horror!). So it's up to you to get in there and rescue them before a time bomb (which is set on arrival) goes fadoooooom! and turns the monsters, scientists, rescuers and all into a few unsightly stains (eugh!).

Like the arcade game, there is a two player option, which has the obvious advantage of doubled killing power, but you have to be very wary, because letting rip with your blast-o-fry flame thrower (or whatever other instrument of terior and death you just happen to come across) rubs out your partner with just as much efficiency as it does the mutants. Scattered around the playing area, behind special panels, are weapons galore; a flame thrower, a bomb launcher, a lazer, a fireball flinger, and the inspiringly named 'options' which tag onto you and guard your behind, firing when you do. Only one weapon and two options can be held at a time which is annoying. We happen to love blazing around in a frenzy of destruction with half a dozen weapons going at full blast (it's messy, but fun!).

There are loads of scientists scattered around the first level (shown on the score panel as companions); find ten and you can progress to the next level (leaving the rest behing to a slow sticky death — sick!). Here the scientists become harder to find, and the aliens are slightly more bent on killing you! The exit from this level leads into another room in which floats a vile and vast mega-monster who does his very best to wipe you all over the floor. These fairly disgusting entities are portrayed beautifully with liberal use of colour and pretty animation, something which is missing from the main part of the game where the figures are tiny, and the quarter scrolling (where the screen only moves when you get close to the edge) can create problems when you're dangerously close to hundreds of mutants just off screen!

Despite the several quite minor problems already mentioned, *Alien Syndrome* is a wonderful romp through some great carnage. This romp is made far more enjoyable by the two player option, although we think it'd save a lot of teeth gnashing if the two players were impervious to each other's fire, like the scientists seem to be.

Graphically, the first stage of each level is adequate without being elaborate, but the second more than makes up for this. Colour is used brightly throughout, but the characters are disappointingly small, and unlike, *Gauntlet* , a great deal of the screen is made up of scenery and the score line, so the action is a little cramped, though it manages to be fast.

Playability, the most important bit, is brilliant! The addictive content is also very heavy, until you start getting onto the higher levels where the task gradually becomes more and more tiresome. That said, however, the difficulty level is geared to make it a challenge — we certainly didn't make it out of the first few levels in a hurry. We also reckon the one player game is slightly easier to make progress on, though it's somewhat less fun.

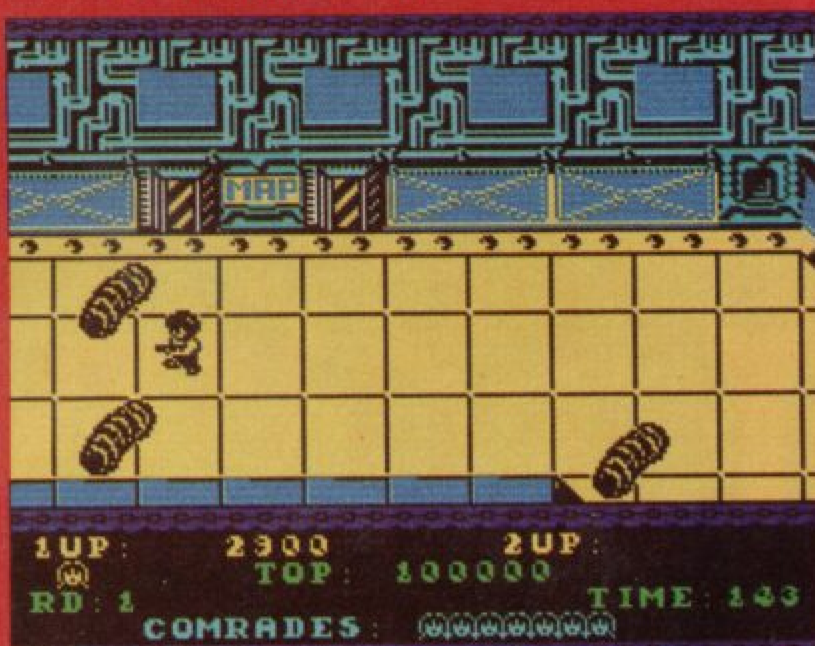
*Alien Syndrome* represents quite reasonable value; it has a future on the shelf, as opposed to the pile in the box on the floor!

**YS CLAPOMETER**

*Coin op conversion with squashy aliens to shoot and silly scientists to collect. Challenging and loadsa fun.*

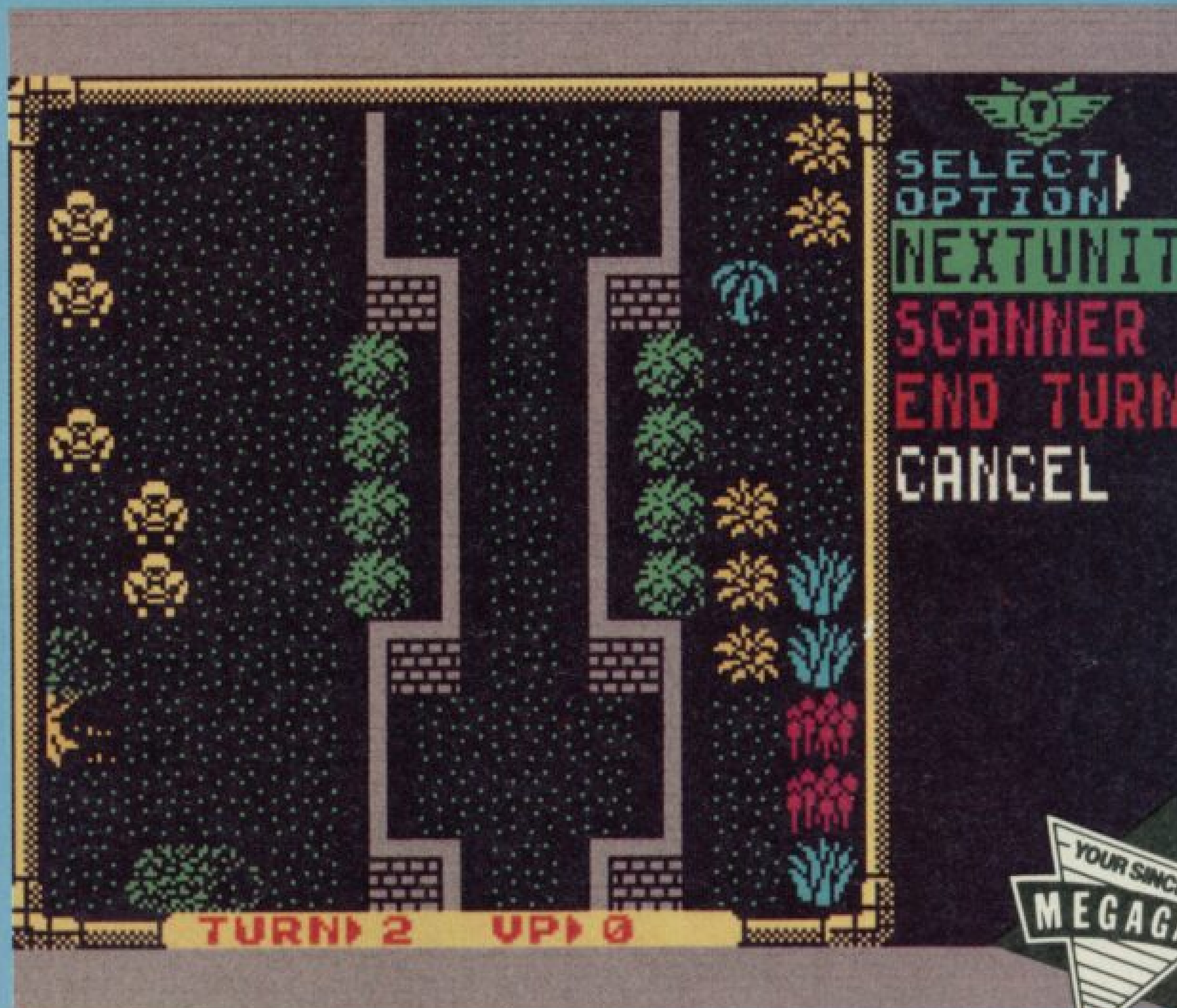
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**8**






# LASER SQUAD




YOUR SINCLAIR MEGAGAME

**Target Games/£8.95**

**Pete** Who could resist going WOWEEE! at the thought of a strategy war game which you could understand in less than a day! WOWEEE! Found one!

*Laser Squad* is typical of a strategy combat game in its 'concept'. Y'know the sort of thing, given a limited amount of resources you can arm your troops, playing off expense and weight against firepower. But where *Laser Squad* scores its Brownie points is in its ease of use and understandability. You only need to use five keys or a joystick for the whole game!

Now let me overload your brain with some more mind-boggling facts. *Laser Squad* is simply a host program for countless individual wars. All games operate on the same basic principle, meaning you move in the same way, and pick up and fire your weapons in the same way, via a simple, but comprehensive menu system. This appears in the right hand side of the screen while the 'real' action takes up the majority of the left and middle part of the screen. It's uncluttered, easy to understand and perfect for this game.

Control over which character you want to address is via a cursor, which not only tells you who you are dealing with when positioned over a player, but also *what* you are dealing with as far as computer terminals and the like are concerned. What you can get done in any one turn is limited by 'action points'. It takes action points to turn round, action points to move forward and backward and action points to pick up weapons and use them. So if, f'rinstance, on your last turn you used up all a certain players action points in moving around, although by the next turn he'll have plenty more to play with, if he encounters an enemy betwen goes then he cannot fight back. There's something to be learnt there!

Provided with the cassette come three ready made scenarios. First is a game called *The Assassins*. This is quite a simple game where you have to scrub out a bloke called Sterner Regnix in his private home. Obviously he has a number of guards protecting the place, and, more often than not, they're armed to the dentures. Pass the heavy laser, Doris . . .

Scenario two, *Moonbase Assault*, takes place on the lunar landscape (ver nice graphics, too), where you play the rebel forces who are trying to smash the Omni Corp databank 'cos it holds all sorts of incriminating evidence against you. Moving onto game three, *Rescue From The Mines*, you find a completely different sort of game. Rather than blow up somebody or something else, you have to rescue three of your compatriates from within deep dungeons.

The first thing that strikes you about all of these games is how arcade-like they are rather than the normal 'for-strategy-read-boring-blue-blocks'. Each landscape has been carefully drawn in detail (down to recognisable tables and swivel-chairs), and the fast scrolling takes you back to the heady days of *TLL* and other arcade classics. Not that this is any megashake by todays standards, but for a strategy game, well . . .

If you're wondering whether I would recommend this game, then I suggest you never waste your money on a Mensa Test. I think *Laser Squad* is mega fab, and I'm looking forward already to the expansions that Target Software has promised. And that's the opinion of someone who has never been interested in strategy wargaming before.

**YS CLAPOMETER**

***A sophisticated strategy wargame with endless possibilities. On a par with Elite for thinking warmongers.***

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**9**

# DALEY THOMPSON'S OLYMPIC CHALLENGE

**Ocean/£9.95**

**Macca** Naturally this game is a waggler. And what a waggler! An hour of this game left me drenched with sweat and with blurred vision, friction burns, wrist-cramp, and throbbing arm muscles. People were looking at me very suspiciously.

The action begins in the gym, where you're out to beat the clock and guzzle the lucozade in preparation for the big event, Decathlon Day. There are three exercises (in order of painfulness): weight lifting, sit ups and squats. You are given a measley minute for each exercise and when all the tortures have been completed, you are presented with a fitness percentage (about 3% in my case) which is carried over to affect your performance (fnurk) in the next part.

The next part is day one, and contains six events: the hundred metre waggle, the four hundred metre waggle, the waggle-putt, the high waggle, the long waggle and the hundred and ten metres hurdle-waggle. All of which involve, surprisingly, a substantial amount of waggling.

The running events are set against a smoothly scrolling stadium backdrop, conveniently plastered with Adidas adverts. A now small but brilliantly animated Daley bounds along the track to the tune of your frenetic waggling. Unfortunately, there's no distance indicator (so you don't know how far you've come) and the speed of Daley's step doesn't change as you pump more and more power into your joystick. So you have to maintain a more or less constant waggling velocity to ensure you qualify and don't loose one of your three lives.

The high jump has Daley poised at the corner of the screen, waiting until you have built up enough power. When you have he's let loose and duly flips over the bar — all you have to do is sit, watch and massage your wrist. But in the long jump you have to waggle perspire and punch the fire button when he reaches the pit. Very difficult but very challenging; and Daley's palsic leap into the sand is very realistic.

When you've finally qualified for all the events and bandaged you hand, it's off to load Day 2 and the last four events. They are the discus, the pole vault the javelin and the dreaded 1500 metres.

Gameplay is as before, but a special mention must go to the Pole Vault, which is incredibly difficult, but great fun.

The graphics are impeccable. Right from the start Daley really looks like Daley, and really moves like Daley. The animation and other characters are faultless.

But the gameplay is so monotonous. All you do is waggle. And if you can't waggle very well (oough!) then you soon become dispirited and annoyed with the game when you can't get any further. In the original, timing and finding the correct angle was involved but in this version all you do is waggle, waggle and then waggle some more.

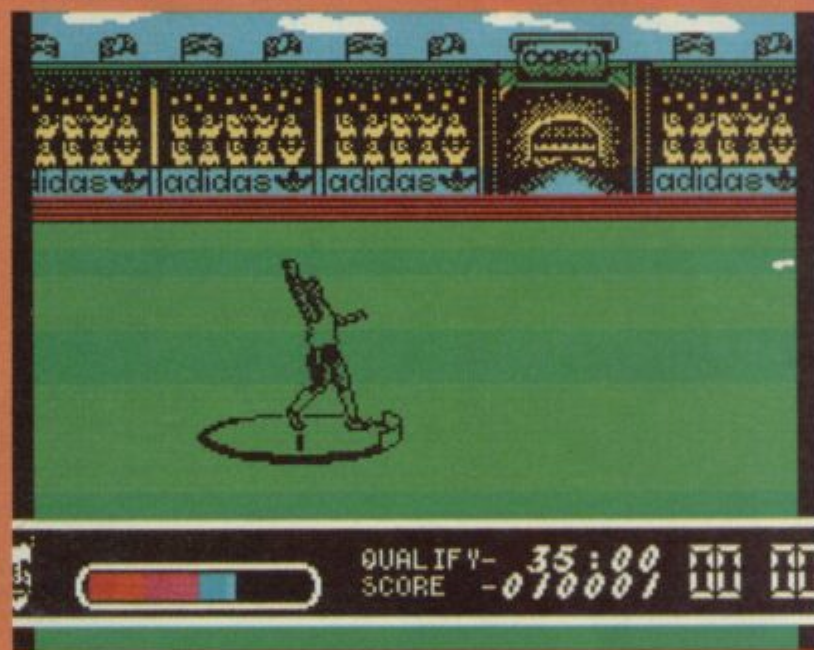
And it hurts.

**YS CLAPOMETER**

*A challenging, difficult sports sim with outstanding graphics but one track waggling game-play*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**7**



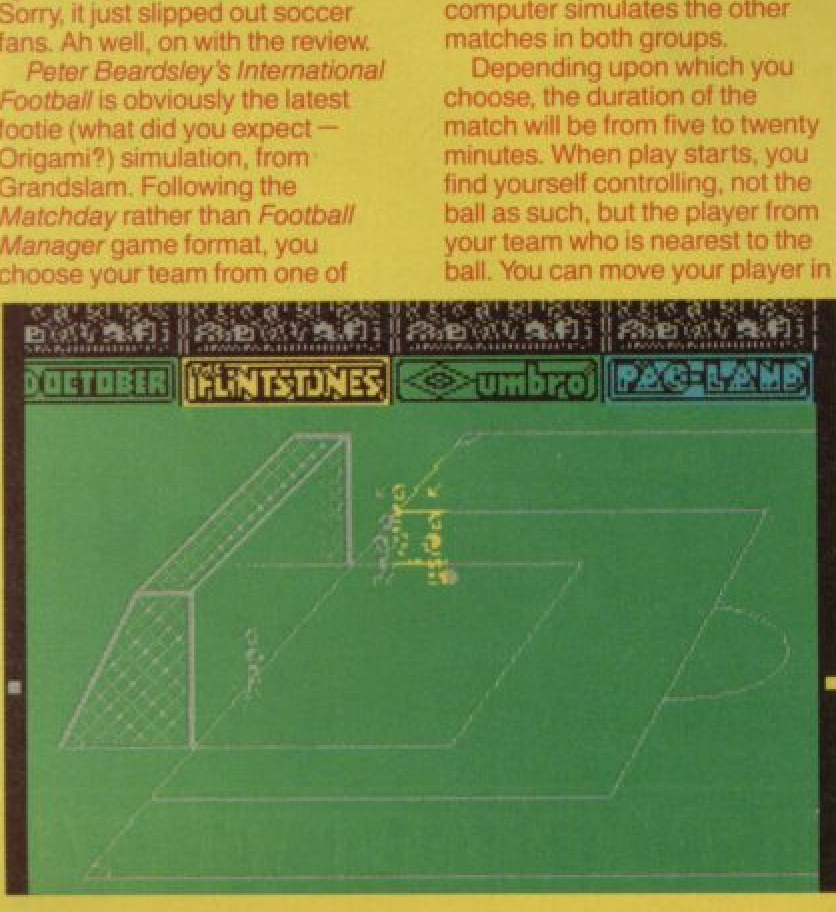

# PETER BEARDSLEY'S INTERNATIONAL FOOTBALL

**Grandslam £8.95**

**Sean** No . . . I can't . . . it's too obvious . . . no . . . help! I've gotta resist . . . I must . . . Er . . . I was over the moon, Brian, when I got this game . . . AARGH!! Sorry, it just slipped out soccer fans. Ah well, on with the review.

*Peter Beardsley's International Football* is obviously the latest footie (what did you expect — Origami?) simulation, from Grandslam. Following the *Matchday* rather than *Football Manager* game format, you choose your team from one of the eight international teams represented, and must then play your way through to the finals of the European Cup. First though, you have to play the other three teams in your group, whilst the computer simulates the other matches in both groups.

Depending upon which you choose, the duration of the match will be from five to twenty minutes. When play starts, you find yourself controlling, not the ball as such, but the player from your team who is nearest to the ball. You can move your player in eight directions (if you've a joystick that is) and 'kick' the ball in as many directions too. The strength of kick is determined by the length of time you hold the fire button down, before releasing it. And, er . . . that's it. Nothing else much to say, really, apart from the verdict.




Well, I've got to say it. This game plays about as well as England did in this year's European matches. It's a classic case of 'We've got the licence, let's knock a game up and get it on sale quick.' The game is a mediocre footie simulation, which relies more on luck than any amount of joystick juggling, and the most realistic aspect of it is that the teams change ends at half time. Passing is near impossible, because for most of the time your other team members are on the part of the pitch not on the screen.

'Scrolling' is a generous term to use for the movement of the screen, which has got more jerks than a Rick Astley concert. As for using your goalie to save, forget it. If one of the opposing players takes a shot at goal, by the time the scrolling has caught up with the shot and you can see your goalie, it is too late to get him into a position to save.

This might sound like I am overdoing the criticism a little, but I am only countering the information carried on the packaging. On the Spectrum box, it describes the 'large animated sprites, whistle happy referee, excitable commentator and a tuneful football anthem'. Doubtless these feature in the 16 bit versions, but to describe these features on the Spectrum packaging when they are not in the game is at best extremely misleading, and at worst downright porkies.

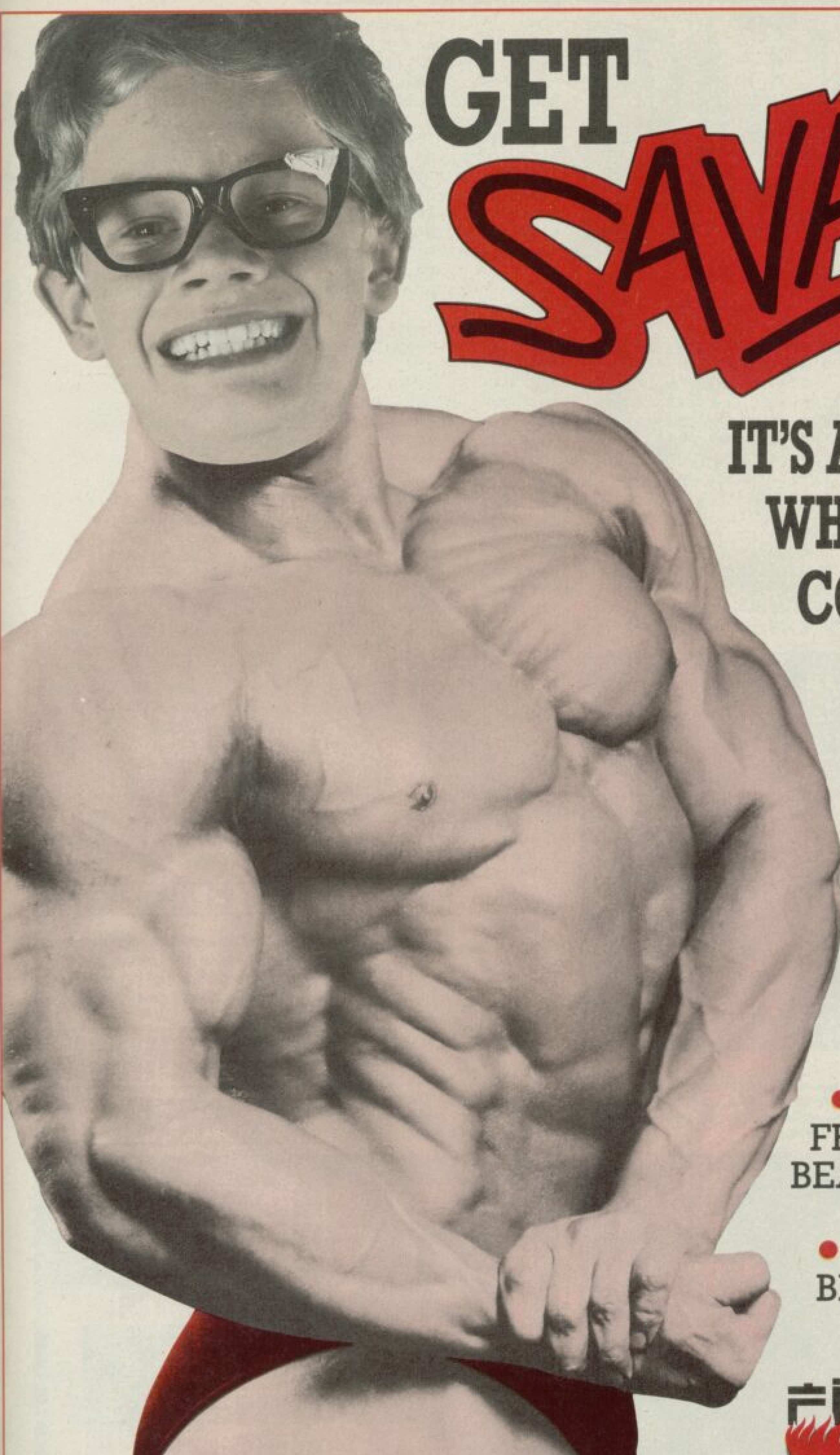
Compared with some of the similar footer simulations on the market, this game is primitive, and if you are looking for a good version of the ol' sport, look elsewhere.

**YS CLAPOMETER**

*Grandslam deserve a red card for this load of (foot)balls.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**3**



# GET SAVAGE

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# BOBBY YAZZ SHOW

**Destiny/£8.99**

**Marcus** "Hi! And welcome to the Marcus Berkmann show (simper, slurp)! On my show tonight I'll be talking to my accountant, my dentist, my adoring wife Gloreen and our three delightful children Darren, Karen and Sharon! And I'll be talking to them about my very own favourite subject (twinkle) — myself!"

CLICK!

Instead of that bilge, try loading the *Bobby Yazz Show* instead. Destiny's latest game is written by Cybadyne (ideas & design by Mik Smith, code by Christian Urquhart) and they've really pulled the stops out. On the surface, as you may have sussed out, the game's supposed to be a withering satire on De Box, but actually it's just a really boff puzzle game in the tradition of things like *Tetris*. I loved it.

You are a contestant on the network's top game show, *The Bobby Yazz Show*. Yazz (who has little or nothing to do with the Plastic Population, as far as I can make out) is a man with the charm of a piranha and, come to think of it, the teeth of one too. A man whose ego blots out the sun, and whose suits blind at a hundred paces.

The game, on the other hand, is a more brainy affair. There are four sorts of rounds, Colour Levels, Blind Levels, Key Levels and Bonus Levels. All involve whiffling a little remote thingy around a grid of squares within a time limit, but each is quite different in terms of object and ground rules.

On the Colour Level, you simply have to change over the colour of each square by landing on it — a bit like *Bounty Bob* and countless other games I can't remember! Other remotes fly about changing the colour back, but by crashing into them you can destroy them.

On the Blind Level, you have a path across the grid to traverse, but you can't actually see it. Squares will appear as you step on them, but before that it's trial and error. As you can imagine, this is the sort of round that's hellishly difficult until you've worked it out — and then it becomes dead easy.

On the Key Level, you have a grid as on the Colour Level, but here there are only a few highlighted squares which you have to land on. Trouble is, the nasties here don't affect the squares, but they do affect you when you land on them — by killing you! When you've touched all the squares you have to, an arrow will appear which you have to land on to complete the round.

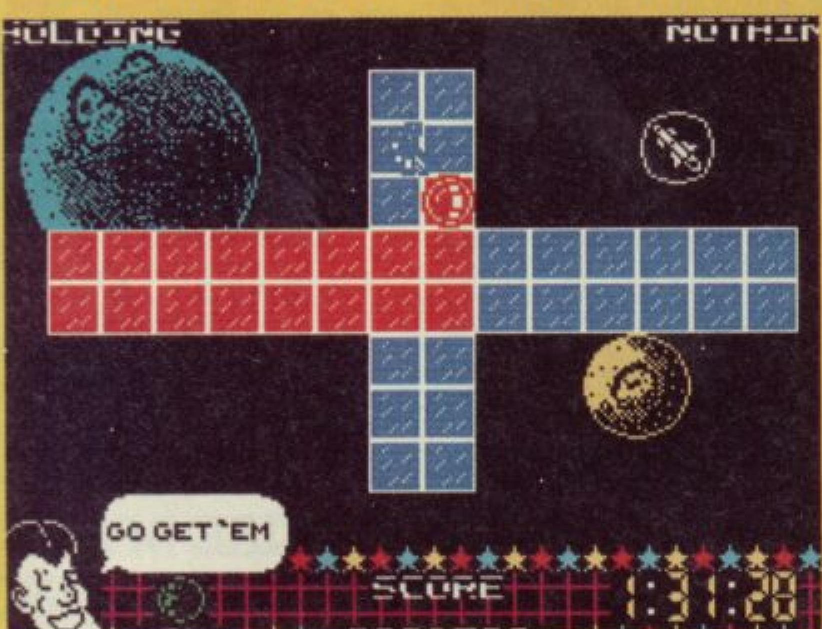
Then it's on to the Bonus Round. Here you just have to land on certain green bonus squares (which have an irritating habit of disappearing just as you're approaching them) within a time limit — very tricky indeed.

Colour Levels (after the first one) and Key Levels are complicated by 'gates' suddenly appearing in the grid. Most stay there for a few seconds before reverting to their original colour and the different types do different things if you land on them — some kill you, some glue you to that square for a while, some re-set the matrix without re-setting the clock (evil!) while other more friendly gates give you extra lives, extra points or even zoom you straight to the next round.

Icons also float randomly about these levels hiding even more goodies. Speed, for instance, gives you a little boost for a period; the gun gives you 15 bullets; and so on. And when you've finished the first four levels, the later levels are not just dreary re-treads of the originals, but are each challenging, interesting and increasingly tricky in their own way.

And let's not forget Bobby Yazz. Every time you die, his face at the bottom of the screen will break out into a cheery chuckle, and throughout the game he hosts the show with his own inimitable brand of malicious bonhomie. There are even commercial breaks (with a couple of very droll jokes) to put you off in between rounds.

I must say, my heart sank when I first saw this. Yet another wacky idea attempting to attract the attention away from a terminally crap game, I thought, but I was wrong. It's enormous fun. I'm sure I've seen about 45,000,000 games like this before at one time or another, but what the 'eck? This one delivers, and it's a giggle to boot.



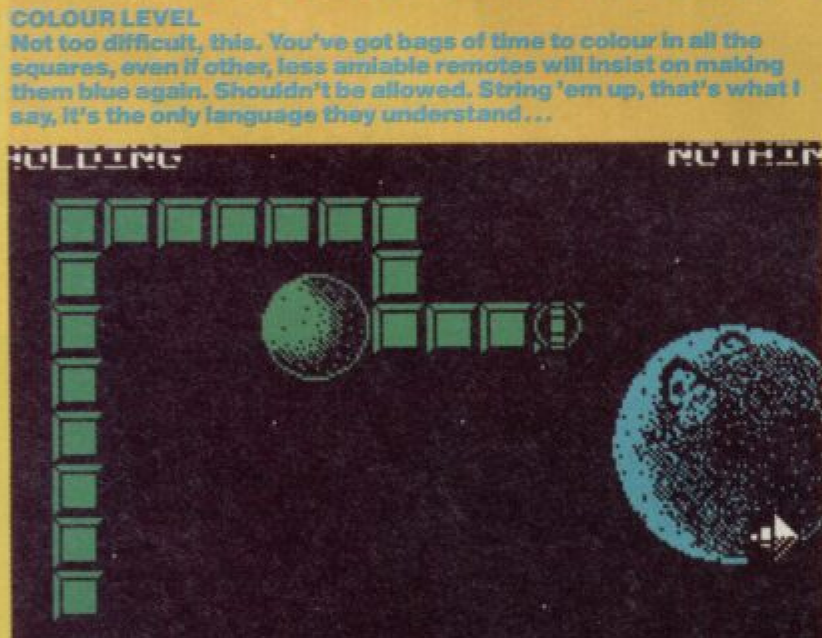

**COLOUR LEVEL**
**Not too difficult, this. You've got bags of time to colour in all the squares, even if other, less amiable remotes will insist on making them blue again. Shouldn't be allowed. String 'em up, that's what I say, it's the only language they understand...**

**YS CLAPOMETER**

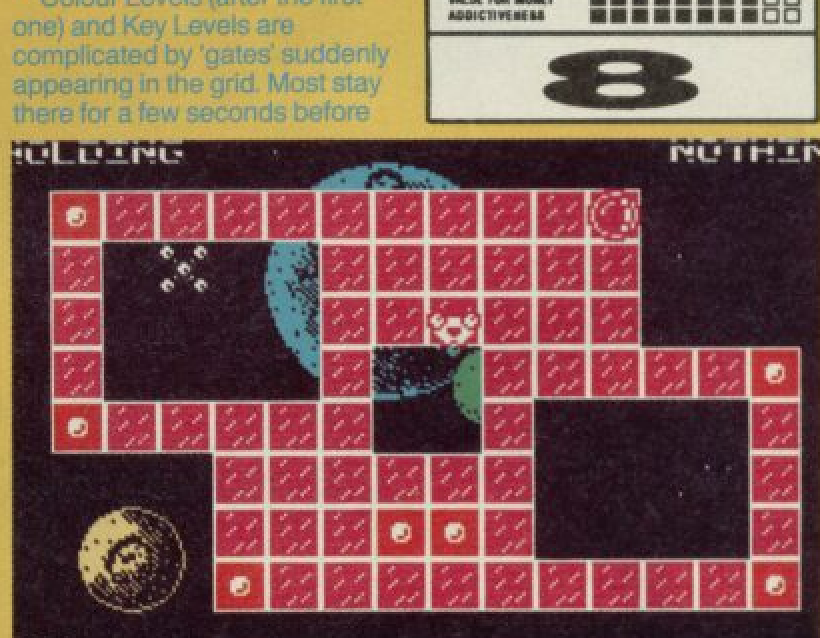
*Chortle-a-minute puzzle game with some neat ideas and a very professional execution. Destiny's best game so far.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

**8**




**BLIND LEVEL**
**So called because you can't see where you're going — but you can see where you've been (helpful for cleaning up purposes). Get that whisker in the bottom right hand corner within the time limit and you're through to the next round.**




**KEY LEVEL**
**Full of peril — and glue gates — this level's trickier than you think — if rather easier than later Key Levels. Avoid the nasties and grab the key squares, and you should get out within the time limit. Well, you might.**

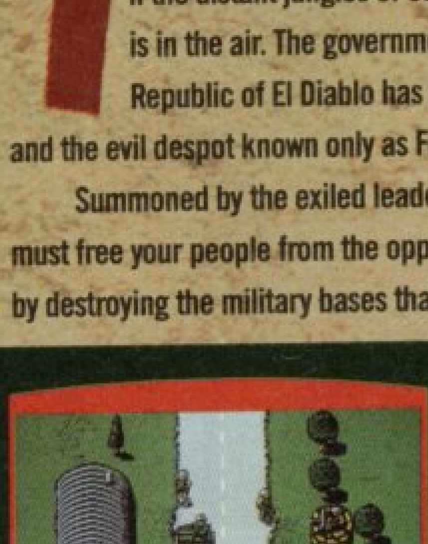


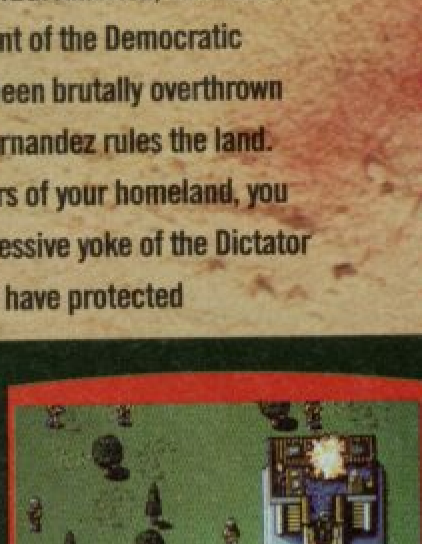

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Atari ST screen shots shown

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# SUPREME CHALLENGE

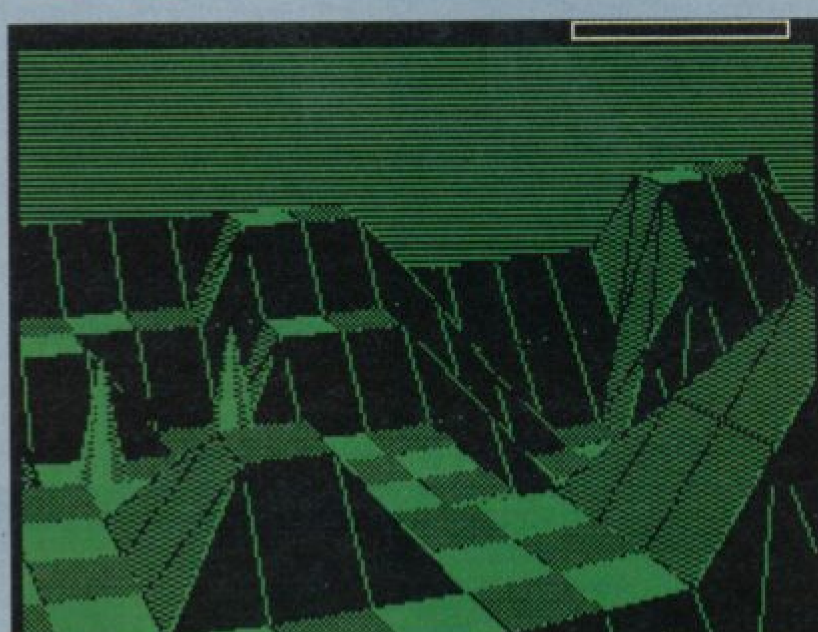
**Beau Jolly/£12.95 cass/£16.95 disk**

**Marcus** Compilations come and compilations go. But when do you see a compilation with the *real* crème de la crème? (*About once a fortnight, I'd say. Ed*) Oh shut up. But how often do you get four cracking good games in one package for just 13 quidlets? The price of just 65 packets of Maltesers, no less. Well, quite.

The more observant readers will now be saying to themselves, "Four ha ha ha ha! Quick, fetch some paper, I'm going to write a trainspotter letter. There are five games on this. The poor old soak's obviously had one too many at lunchtime again."

Well thanks for the character reference, but when I said four, I meant four. *ACE II*, though it's the sequel to the highly-thought-of *ACE*, really isn't in the same league as the other games on this package. Yup, we're talking GM Vauxhall Conference here, while the other four are straightforward Div 1 material. Cool? Positively sub-zero, old son.



### SENTINEL

*Sentinel* was the work of Software Creations, one of those games they said 'Could Not Be Converted', at least not onto the computerised beermat. But lo! it was indeed, and it played like a dream.

The idea is simple — well, ish. Amid a landscape of mountains and occasional plateaux, on which lie square grids, your aim is to destroy the Sentinel, which sits upon the highest peak, slowly but inexorably turning round towards you. When he catches sight of you he drains your energy and you are soon thoroughly deaded. To avoid this you must consume energy trees and transform these into boulders, which you can then stand on, and so see higher levels. You can only teleport onto squares that you can see, so the whole process is one of gradually moving higher and higher, until you consume the Sentinel himself. Fast, fascinating and unique — and like *Elite*, it still compares with anything else produced today.

### TETRIS

*Tetris* was Mirrorsoft's big spring title and it's a superb puzzle game, perhaps the best of its kind ever seen on the Spectrum. And, like all the best games, it's almost childishly simple.

You have a sort of grid, shaped not unlike a cup, and from the top of the cup shapes fall. Your job is to manipulate their position, as they fall, to form lines at the bottom of the screen 'cos each completed line of shapes disappears (as well as giving you points). And for every line that disappears, there's more space in which to place the increasingly swift shapes raining down from above.

Simple, but hard, and as you get into the higher levels it gets even harder — by which I mean faster. It's tremendously addictive, especially if like me you're a puzzly sort of person, and curiously, like *Sentinel*, it's as good on the Speccy as on any other machine. You just can't beat simplicity.

### ELITE

Well well well, I never thought I'd play this again. I've just spent a happy two hours loading up my old data tapes and being blasted by Thargoids, even with all the wazzy shooting equipment and enough shielding to keep the Enterprise in business for about 10,000 years. They say — well, I say, actually — that Spectrum games have moved on — and they have. But *Elite*, all but three years old though it is, still stands out as something of a milestone. Hugely popular, vastly clever and brilliantly programmed, it seems to have everything: strategy, firepower, joystick skill, and even a cheat mode, if only I could remember it! AAAAGH!

Back in 1902 when this originally came out, this was one of *YS*'s first megagames — in the days when things like *Kokotoni Wilf* got high marks. And really, it's hard not to give it a megagame now. *Elite* is still as playable as hell, as addictive as Ovaltine and twice as chocolatey. Its combination of space travel, commodity trading and straightforward zapping has never been equaled. If you've not got this game already — shame on you. You should buy this compilation for *Elite* alone. It's a classic Spectrum game, and it's been out of circulation for far too long.

### ACE II

This is the duffer, I'm afraid. Cascade's *ACE* was a splendid old flying sim, but this follow-up is too much like Ocean's ill-fated *Top Gun*, pitting you against another player in a graphically simplistic head-to-head of almost numbing tedium. If you really want to fly about zapping things, you'd be better off loading up . . .

### STARGLIDER

Another old Firebird hit, this, but like *Elite* it doesn't seem to have aged. Inspired by the planet-hugging bits of the *Star Wars* games, *Starglider* is a vector graphics shoot 'em up of rare speed and sophistication. First released about 18 months ago, it describes itself as an 'arcade quality 3D combat flight simulator' and I suppose that's about right. There's a great deal to take in, and if you have 34 fingers, it helps, but when you've mastered it, there's nothing else quite like it. Phil originally reviewed it, and eventually had to be surgically removed from the joystick, such was his pitiful descent into object addiction.

It's good apocalyptic stuff: you are in command of Noventia's last airborne Ground Attack Vehicle, with limited weaponry and fuel, and no apparent means of replenishment. So using your lasers and TV-guided missiles, you must zap everything in sight, including the flagship of the Ergon fleet, the Starglider.

Unfortunately Beau Jolly has been unable to include the novella that originally accompanied this game . . or perhaps that's not such a bad thing after all.

Yes, it's the sort of compilation that speaks for itself — a riproarer, a lipsmacker, a tasty item and no mistake. Hats off to Beau Jolly, in fact, which has proved that you don't have to be one of the big guns to put together a really useful collection of corky games. The only question it begs is, what on earth is there left to compile . . .?

**YS CLAPOMETER**

***One of the best compilations in recent months, with some of the best games in recent years. If you don't have these — buy buy buy!***

| | |
|---|---|
| Elite 9 | Ace II 5 |
| Sentinel 9 | Starglider 8 |
| Tetris 9 | |

**9**

# POSTMAN'S

**Knock, knock, Who's there? It's *Richard Blaine* with the latest in PBM gaming.**



Things have been a bit quiet here at *Postman's Knock*, it being the tail end of summer and all that. But what better time to catch up on your correspondence than at the end of the sunny season? Sunny! Don't make me larf! I've had better summers than this in a sauna. But enough of this — to business.

It looks as if at least some of *Your Sinclair's* hordes of readers have quite taken to Play By Mail gaming, judging from the amount of mail I've been getting. While much of the mail consists of requests for further information, or for tips on what to do in certain games, some of it is information, about the existence of games run by readers. I did say in an earlier column that I wasn't too certain about the wisdom of running the names and addresses of 'amateur' games masters, but I've changed my mind now, mainly because of the number of letters I've had.

But — and I want to stress this — as with any Play By Mail game, never send anyone more money than you really have to, and certainly never send more money than you can afford. If you find that the costs of a game are becoming too much for you to bear, then either cut back on what you are doing in the game, or drop out of it. Better yet, take a long, hard look at the rule-book before you start, and try and work out what the initial game turn costs are going to be: then try and calculate what it will cost if you achieve a moderate level of success. Some games, remember, have a set turn fee: others charge you more, the more actions you perform. So don't get caught out!

A friend of mine is doing very well in a game of *Global Supremacy* (for more about *GS*, and the demise of the company running it in the UK read on). He could win the game — but he worked out that to even attempt to do so would involve him spending approximately £2,000! It's at that point that you wonder if you are in the right game.

The first 'amateur' gamesmaster who has written in to *PK* is **Steven Tiltman,** who's running a game called *Doomsphere*, a science fiction PBM game set on a rogue asteroid. It sounds a bit like a cross between *Judge Dredd's MegaCity One* and *Alphaville*. According to the letter Steven sent me, a starter pack is available, which contains a 17 page instruction book, equipment sheets, character sheets, various other paperwork and a free start up turn, for £3.50. Individual turns will be £1.50 each. Unfortunately, he hasn't sent me a sample starter pack, so I can't comment on physical quality or the clarity of the rules. I don't even know much about the game, but, judging from the list of what's in the starter pack, I suspect that it'll be a role playing game set up, like *Traveller* or *Space Opera*. Steven can be reached at High Croft, Top Lane, Whatsandwell, Matlock, Derbyshire DE4 5EN. Write to him for more information, but remember to enclose a stamped addressed envelope.

**John Gallacher** — at least I think that's what his name is — is looking for players for two games he is trying to set up, *The New Pioneers* (turn cost £1.00) and *The Island* (turn cost 80p). The start up on both is free. Anyone who's interested should write to John at — and let's hope I've managed to decipher his handwriting correctly — IGS (Glasgow), Glasgow, G51 4AW, Scotland, and he'll send you more information. A word of advice to John, and indeed to anyone who intends to take up PBM gaming seriously — get a typewriter! Even if it's only a cheap, second hand one, it'll improve your ability to communicate by leaps and bounds.

The last independent gamesmaster I'm going to mention in this month's column is **Adam Marshall**, who runs something called *International Elite League*, a PBM soccer game. Actually it's not just about kicking the ball about — that would be a trifle boring, methinks - but about managing a soccer team, and choosing the right tactics for individual games. Personally, and at the risk of death from *YS* soccer fanatics, I find football boring and the thought of playing football by post even more so — almost as boring as football management computer games. But I'm well aware that there are many of you out there who love your leather balls, and can't wait to show off your handling skills, even if only with pen and paper. So I better tell you that turn costs for *IEL* are £1.20, for which you'll receive 'newspaper style' reports, match statistics, general information on what players are available for transfer, the league table, top scorers and so on. All, I am reliably informed, of much use. Adam is at 23 Kenilworth Drive, Bletchley, Milton Keynes, Buckinghamshire MK3 6AJ.

Remember, though that PBM is very much a case of caveat emptor — Latin for 'let the buyer beware.' A case in point is the collapse of Mitre Games, once the UK's biggest and — in some people's opinions — best Play By Mail games company. Quite why Mitre has gone down is difficult to establish — but something at least is being salvaged from the wreckage.

*Global Supremacy* — mentioned in earlier editions of *PK* — is being taken over by

## Crasimoff's



*Crasimoff's World* is a tribal role playing fantasy game. It has much in common with role playing games like *Dungeons And Dragons* or *Runequest*. If you are not familiar with those two games, then let's say that *CW* allows you to become the hero of a sword and sorcery book.

It is now some time since I played the game, and the new gamesmaster may have changed some of the rules, but I wouldn't think that any changes are going to be too extensive.

As a new player in *Crasimoff's World*, you start off with 10 characters, one of whom is nominated as your leader. These characters can be fighters, mages or priests, with each class having its own advantages and disadvantages. You must name your party, and define standard reactions to various situations — so "if we ever get attacked, we run away."

Every round, which can be often as twice a week, if you feel energetic, you receive two round sheets. The first one is the one you used to write your last turn's orders on, and will now have gamesmaster's comments on it and an updated map of the area your party is in. The second is blank for your next set of orders.

You will start in a town, you may want to try and recruit extra party members, or buy useful items, before leaving. And your mages and priests start off with a limited selection of spells, and may pick up more as your party explores the landscape. Your fighters start off with basic armour and weapons, but as you gain

# KNOCK

**Play By Mail**

Jade Games, and anyone in a Global Supremacy game should soon be contacted by Jade. It's likely that someone will also take over *Midgard*, also mentioned in previous columns. Both *Global Supremacy* and *Midgard* have the advantage of being almost entirely computer moderated, which means that existing files can be ported over with some ease.

Unfortunately, Mitre's other big game, *Tribes Of Crane*, is very heavily human moderated — almost entirely, in fact. This makes it unlikely that anyone will be able to take it on, which would be something of a tragedy considering how long *Crane* has been running. *Starmaster*, which was suspended about a year ago, supposedly for an overhaul, is unlikely to be resurrected as it too relies heavily on people time.

Meanwhile, up in Cleveleys, Lancashire, KJC Games seems to be going from strength to strength. I have just received a missive from it, to tell me that it's no longer running the first game, *Crasimoff's World*. *CW* — an excellent role playing fantasy PBM game, which I thoroughly enjoyed when I had a go, admittedly some years back now — is now being run by **Andy Smith,** whose address is 54 Crescent Avenue, Cleveleys, Blackpool — not very far from KJC! Anyone who was attracted by the write up on *CW* back in issue 30 should drop Andy a line.

I suspect KJC hived off *CW* because, being human moderated, it took up an awful lot of time. Anyway, the other games which it's running are, as far as I can work out, largely computer moderated.

At present KJC run the following:
*Dawn Of The Ancients*, a rather natty looking tribal PBM game, which involves building up cities and civilisations at a date equivalent to approximately 800BC. You can choose to run a republican state, an imperial power or a barbarian nation.
*Capitol*, a completely computer moderated strategic space game.
*Earthwood*, a fantasy wargame, computer moderated but with the results translated into plain English.
*Troll's Bottom*, a rather odd looking game in which you play a troll living on an island populated by lots of other trolls. The objective is to be the last troll on the island.
*It's A Crime*, in which players control street gangs in a rather violent New York City.
*Casus Belli*, a 16 player military strategy game.

Future launches include: *Warlord*, a larger — 100 player — version of *Casus Belli*, *State Of War*, a futuristic 20 player game set in a secessionist America, *Quest*, a 500 player fantasy game, and *Empyrean Challenge*, another space game. KJC has also launched its own Play By Mail magazine, called *First Class*, which costs £1.50. I don't know whether it'll cover other companies games, or whether it'll be strictly a house magazine. It looks okay though, especially if you're playing in a KJC game.

Well that's it from me this month. Anybody who's involved in a PBM game and has got any hints or tips or just wants to mouth off about PBM in general should write to me at Postman's Knock, *YS*, 14 Rathbone Place, London W1P 1DE.

## Mitre Games — Going For Broke

Mitre Games was at one time the biggest Play By Mail games company in the UK, but it suddenly went bust. Why? In this section I'll take a peek at the rise and fall of Mitre Games, and look at the organisations behind many PBM companies.

The general consensus of opinion seems to be that Mitre Games was a victim of the rising cost of human moderated games. A professional games company — and by that I mean a company which is supposed to make a profit — has various overheads to meet: staff salaries, rent, rates, lighting, heating, postage etc. (Just like *YS* really). In order to be successful, such companies basically have to process as many turns as they can in as short a period as possible. Unfortunately, games which involve human moderation take a lot of staff time: and the more a person is deciding what happens to all the orders from all the different players, the less cost effective — from the games company's point of view — the game is.

As a result, the professional games companies are now running computer moderated games as much as possible — all these need are someone to feed the orders in.

Meanwhile, the 'hands-on' human moderated games are increasingly being run by small, amateur operations, usually one or two people working out of their home, with overheads limited to postage and paper. These amateurs — so called only to differentiate them from the professional, profit motivated companies — are effectively running the games as hobbies. They don't particularly mind how much time they spend on gamesmastering. And, as one managing director of a games company told me, many small operations frequently copy the rules, and even scenario of their game from an existing one, so they have no development costs or royalty payments to fork out.

Mitre was a bit of an oddity however, and you might well ask how it was able to make a profit running human moderated games when other companies were switching to using computers? Simple, if you believe the rumours, it didn't make a profit, quite the reverse in fact. According to one source, a few years ago, Mitre made an operating loss of £25,000. The reason it kept going so long was because the man who owned it was — is — pretty rich, and, or so it has been suggested, Mitre was a tax loss for him. If that is the case — and it is a widely circulated story in the Play By Mail lobby — then presumably he finally got tired of it. So came the fall of Mitre Games.




**Oraks — the monetary unit of the world — you can buy more equipment.**

**Each party member has an attack level and a defence level. The various characters receive experience points for different actions — 50 points are needed to increase a level. Mages and priests have to use their points to power their spells as well.**

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***Crasimoff's World* has been running since 1980, and was the first British co-designed game to be sold to America. All in all, excellent fun for your dosh. But, a tip, you will get further if you use some tact and start communicating with other players. When you start off, try talking to the people you meet, rather than duffing them up — it's much more profitable in the long run, plus you never know when you might run into someone who can make mincemeat out of you!**

**Contact Box**
**Crasimoff's World,**
**54 Crescent Avenue,**
**Cleveley's, Blackpool.**

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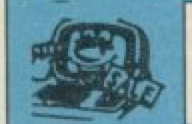
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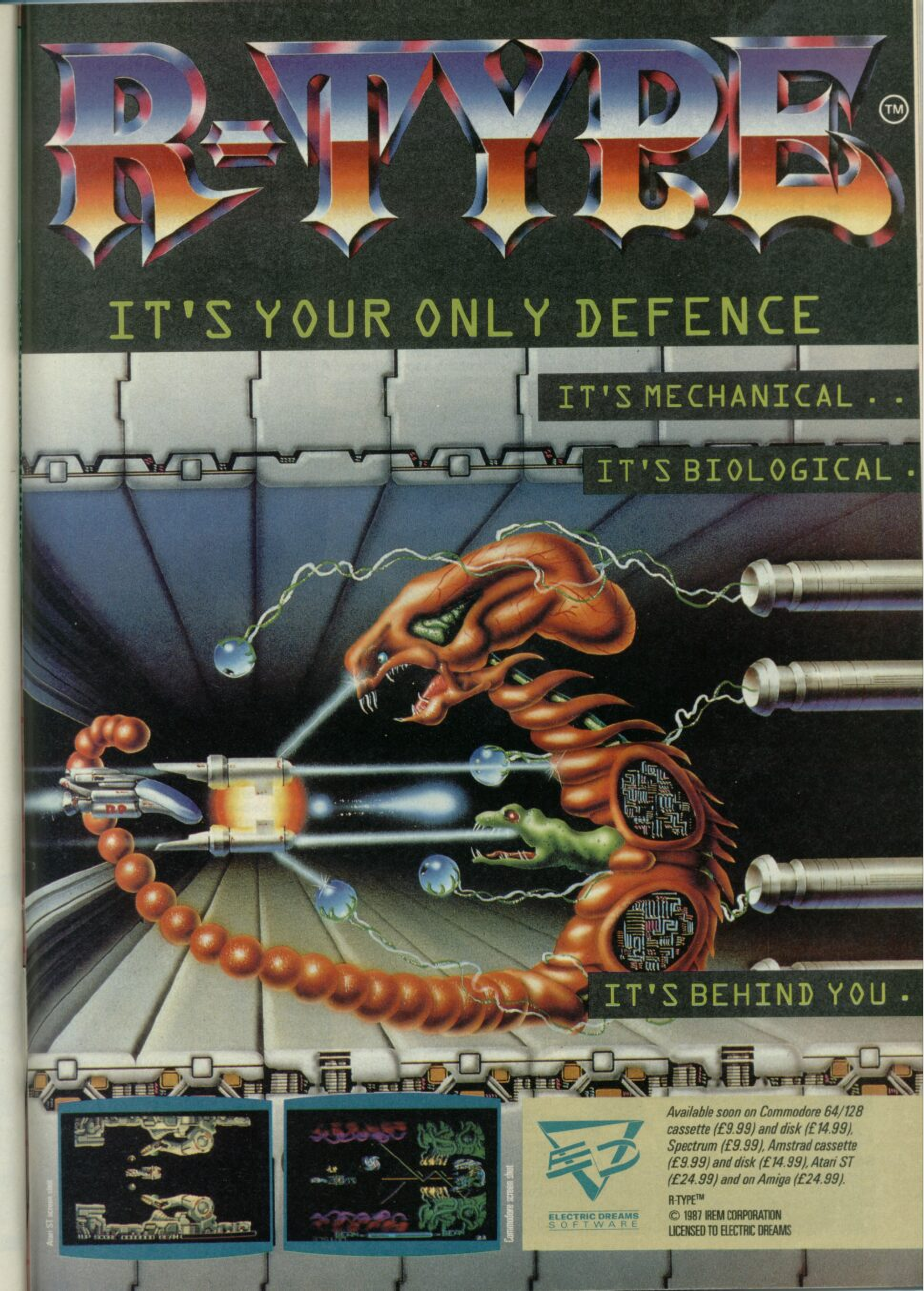
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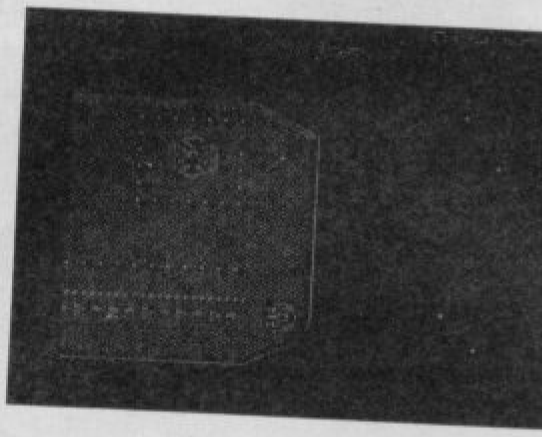



## URIDIUM

**Rack-It/£2.99**

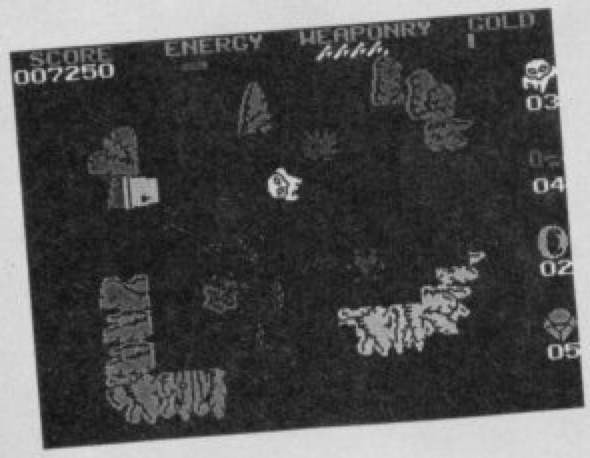
Gasp! Well, it had to happen, I suppose. It has been said (by me, after a few) that when *Uridium* finally reached cheapie status, civilisation would finally have ground to a halt. So here it is, and I haven't noticed anarchy, death and destruction yet (except in the *YS* offices).

*Uridium* is of course the king and queen of scrolling shoot 'em ups, the game that proved it could be done on the Spectrum



and how. Since then Hewson has moved on to such glories as *Zynaps, Exolon* and *Cybernoid*, but *Uridium* holds a special place in all our hearts, 'cos when it came out, it was *really* special.

And it remains a rip-roaring blastarama, the sort of violent experience that stops normal people like us going out on the streets and taking things out on innocent bystanders. Unless of course you've been blasted out of the sky just before reaching the end of this particular Dreadnought, in which case you could probably plead justifiable homicide. Copied to death by lesser hacks, *Uridium* is still as playable as ever and a cracking good zap. Recommended.




## WIZARD'S LAIR

**Blue Ribbon/£1.99**

Ah yes, the most re-released game in Spectrum history. When I used to do the occasional round-up of Speccy compilations (in the days before every game appeared on a compilation about ten minutes after its initial release), I'd usually give 100 to 30 that one of them would include *Wizard's Lair*, the only Bubble Bus game that ever made much of an impression. In fact it's a dead spit of *Atic Atac*, the olde worlde arcade adventure that Ultimate put out in about the Jurassic age. Great stuff in 1984, but dull beyond belief in these more demanding times. Essentially you just wander about collecting things, making maps, and wondering why you didn't buy a rip-off of *Knight Lore* instead. Snore city.

## CRIMEBUSTERS

**Players/£1.99**

Another nice simple playable little game from Players, inspired in the main by *Impossible Mission* but with a few neat touches of its own. You play Bernie the Burglar, and you wander around houses blagging things. Well, it's a living. But it's an odd neighbourhood. Instead of staircases and rooms, these houses are full of trampolines. Not only that, but there are rozzers, ghoulies and heaven knows what on your tail. So what you have to do is blag everything from each house (whatever's movable, that is) and avoid the meanies within a time limit.

Sounds a bit boring, doesn't it? But it ain't. The graphics, for a Spectrum cheapie, are excellent, and staying out of jail is a surprisingly addictive challenge. The only real problem is finding out what the game is all about from all the guff on the cassette inlay. Ads? Only wall-to-wall, squire. Still, good fun for a couple of quidlets.

## GAUNTLET

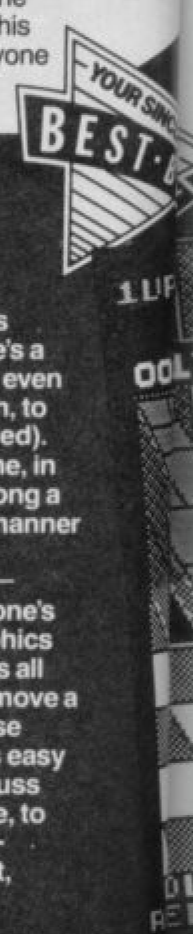
**Kixx/£2.99**

Worra licence! *Gauntlet*, if anything, is an even bigger game than *Uridium* — top by miles in the Desert Island Disks chart earlier this year, and generally considered to be one of the best and most enduring of all arcade




conversions. If you don't know of it, you may well have had your head buried in cement for the past two years, but for those few yet to experience its joys, here's a rundown.

You, for some reason known only to yourself, are stuck in this many-levelled world of mazes, all of a particular size but each of its own pattern. Nasties abound, and depending which characters you have chosen (you can take two of four on offer) you can fire at them with variable degrees of effectiveness. Sooner or later you die, of course, but don't we all? I couldn't get the famous SYM SHIFT cheat to work on this one, but I'll be fascinated to hear of anyone who can. Good blasting.



## METROCROSS

**Kixx/£2.99**

**Metrocross** is another of US Gold's sterling conversions. And this one's a real ripper, better to my mind than even *Gauntlet* or *Uridium* (both of which, to some extent, have been superseded).

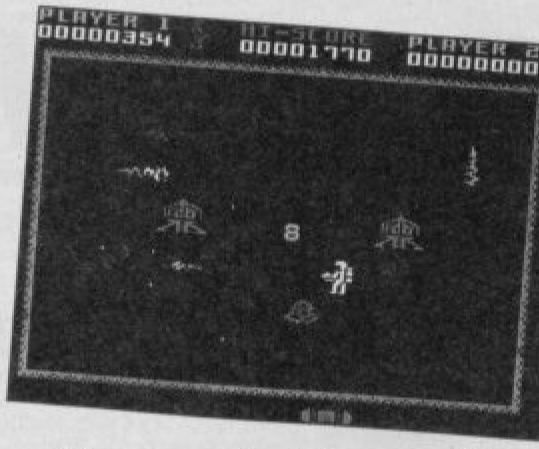
This is a superbly addictive game, in which you race on roller skates along a series of courses coping with all manner of nasty hazards. Yes, yes, I know, everyone's done a version of this — everyone always does — but this one's the business, with gameplay, graphics and speed all beyond compare. It's all against the clock, so you have to move a bit sharpish, but this is one of those excellent pieces of software that's easy to get into and devilishly hard to suss out completely — the ideal balance, to my mind. It's rare that we give a re-release a nine, but this one's a cert, John.

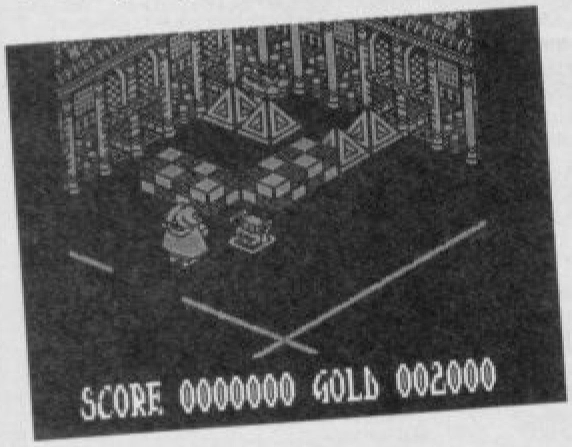
## SUPER HERO

**Code Masters/£1.99**

Now if you do want to buy a rip-off of *Knight Lore*, you could try *Super Hero*. Actually the model here is just as much *Batman* as *Knight Lore*, what with graphics by Jon Ritman's old mucker Bernie Drummond, and gameplay modelled clearly on the first 3-D game they wrote together.

To get going you have to run around and collect various little goodies, one to help you jump, one to let you fire at things, one to let you carry things and so on. Then you have to




collect the Spirits of five Guardians to finish the game, all to be found in a huge maze of rooms.

As it's a cheapie, the same care and attention that distinguished the Ritman games are not present, but it's quite playable all the same and for *HOH* fans, fairly easy. Now what we really need is a Ritman-type game for the really hefty computers, something to keep us occupied for months and months — the 3-D isometric game to beat the lot. Pleeez Jon, pleeeeeeeeez, pritty pleeeeeeeeeeeeeeeez....

## 2088

**Zeppelin/£1.99**

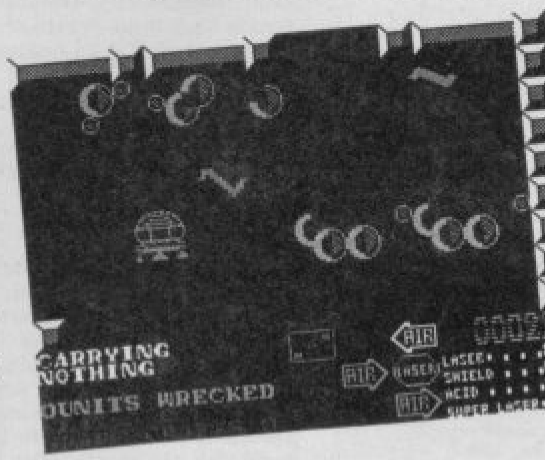
Derek Brewster's new label has yet to make much of an impact in chart terms, and I'm afraid this release is unlikely to alter that state of affairs. A space-based shoot 'em up, *2088* is efficient enough, but simply not addictive or different enough to get the pulse racing, jogging or even walking at a keen pace. Your job is to defend two alien ships which are evacuating their personnel from a planet whilst various meanies fire upon them, and plant exploding pods or whatever. About the only item of interest is a *Centipede*-like snake, travelling diagonally, which can be hard to avoid and difficult to destroy. Otherwise, forget it.

## METAPLEX

**Addictive/£2.99**

Here, on the other hand, is one of those games that doesn't look like anything much but will probably keep your brain in gear for a good couple of weeks.

The idea is simple enough: you have to destroy a sort of mega-meanie holed up in a network of tunnels on an asteroid. Heard that one before? Well, yes, it's hardly original, but it's an interesting puzzle. To kill this blighter, you need to knock off four power units by pouring acid on them — getting the acid and finding the pods are the basis of the game. What complicates matters further are a

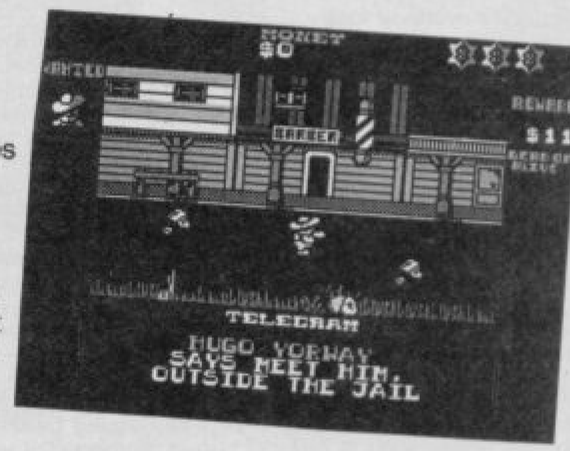



number of security control units dotted about the place. These, if you land on them, open and shut doors around the place, change the direction of air currents, and generally change conditions throughout the maze. It all reminds me a bit of *Pulsator*, that splendid old Martech game, although it's perhaps not quite as fiendishly addictive. Judging by the generous packaging I'd guess this was originally planned as a full price release. It may not have cut it at eight quid, but at three it's a bargain...

## GUNFIGHTER

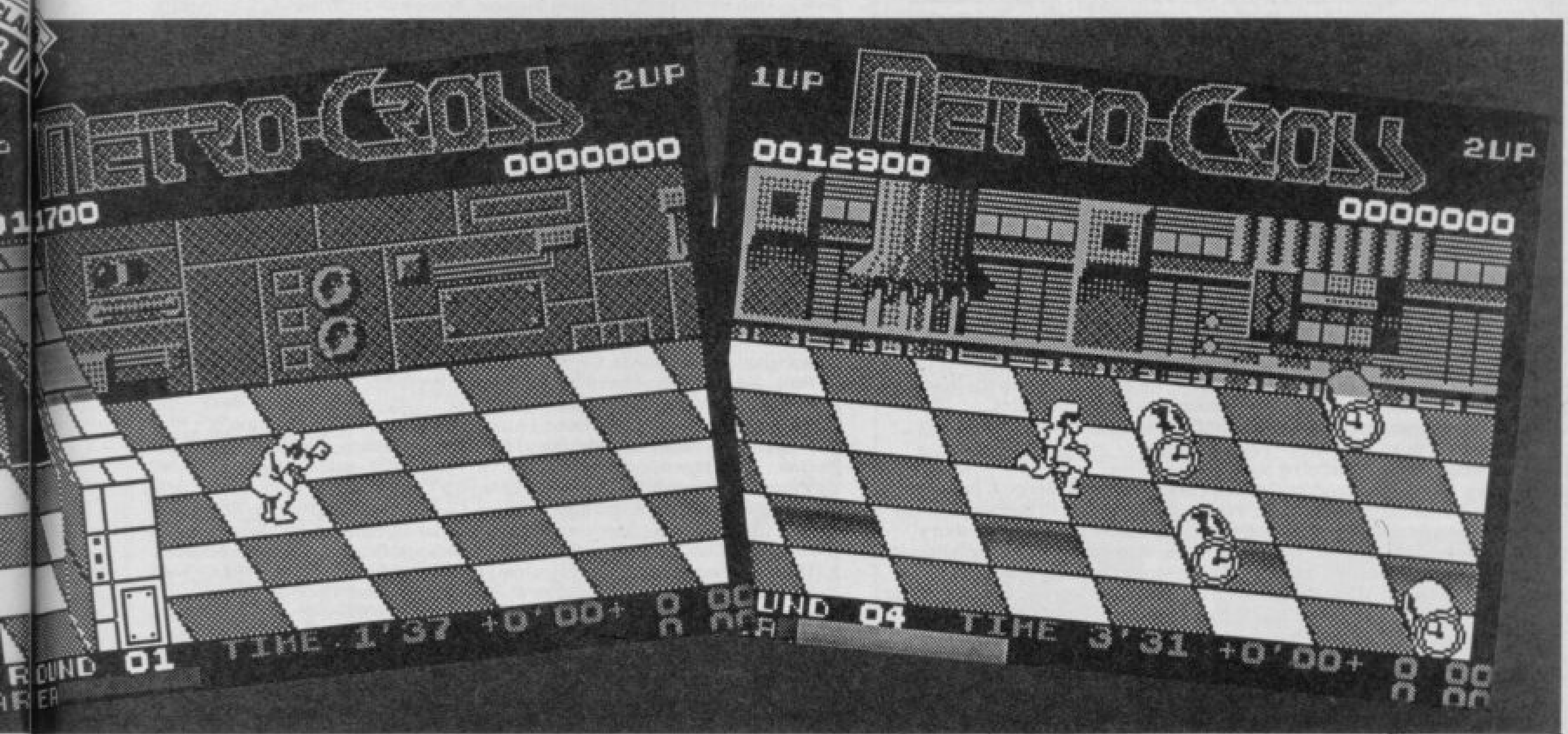
**Atlantis/£1.99**

Have you ever played a game for a while and thought, 'Well, this is all very well, but there must be more to it than this?' And you've played the game a bit more and there




wasn't? Yes, that's *Gunfighter* alright. You are the sheriff of a small western town which otherwise apears to be completely deserted (that's probably why they chose you). Every minute or two you hear that such-and-such a great gunfighter is in town, and you have to search him out and shoot him before he does the same to you. And that's it.

Dull isn't really the word for it. Earthshatteringly brainblendingly tedious is more like it. Neither exciting enough to work as a simple shoot 'em up, nor complex enough to interest arcade adventurers, *Gunfighter* reminds me a little of those old early Gremlin games like Sam Stoat and Grumpy Gumphrey — lovely graphics, but where's the game? Not here, I'm afraid.



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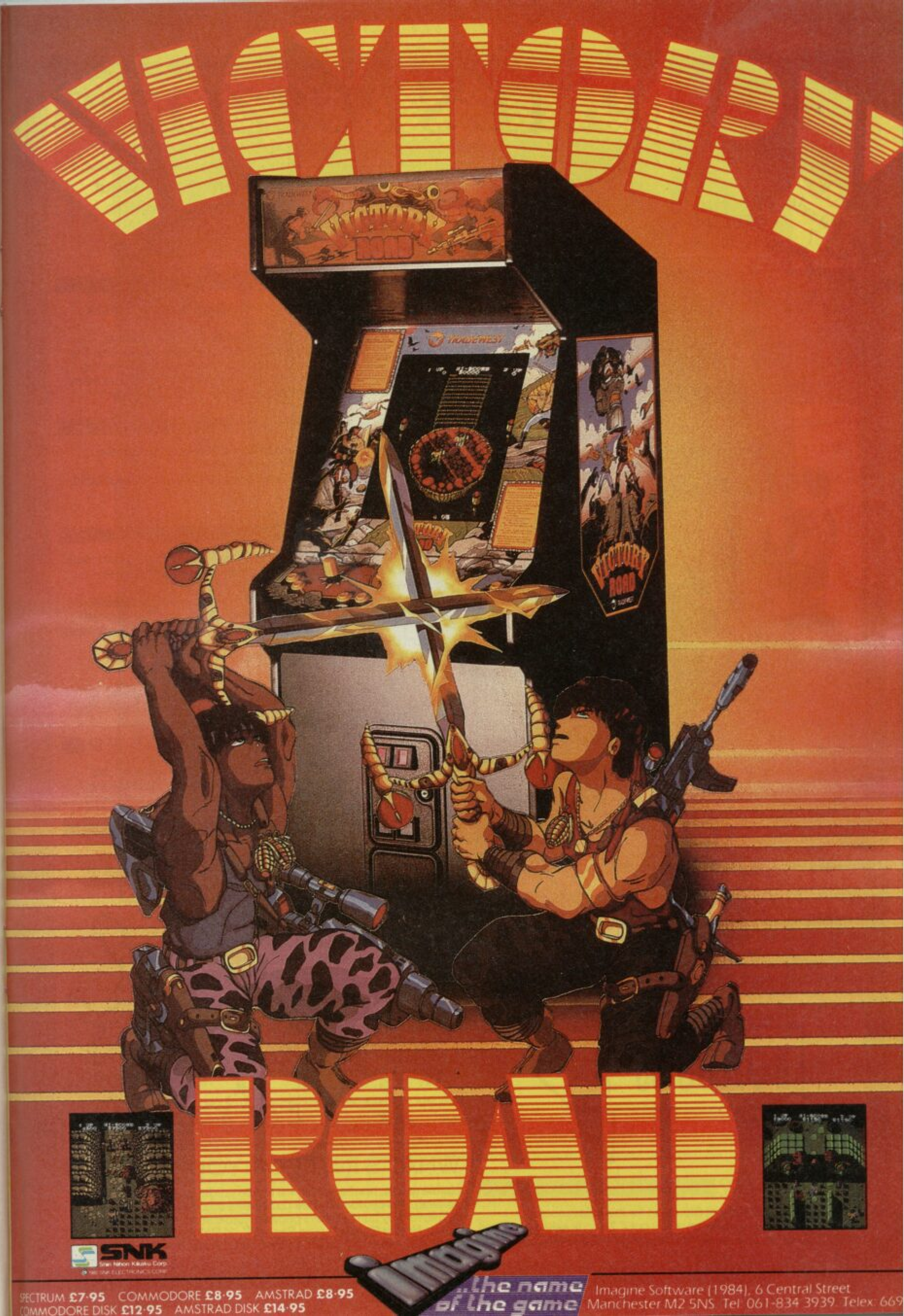
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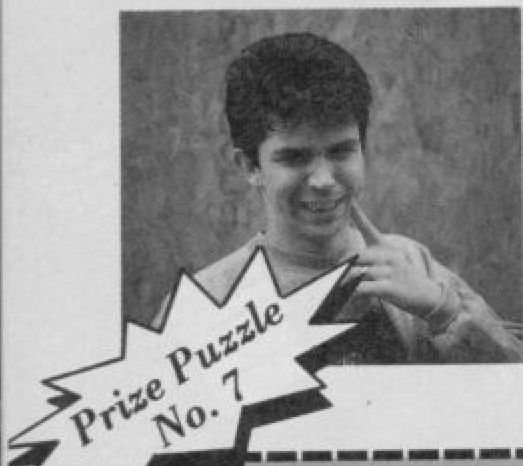
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# PETE'S PUZZLERS

**Pete returns from a month in Sweden at an International Scout Jamboree to provide a hurdie gurdie feeling to this month's puzzle page.**

## RUBBING THE STICKS

A Scout has been given the task of setting up the gear for the evening, but has been given only one match. He has to light the Camp Fire, the Calor Gas stove and a Tilly Lamp. What should he light first?
Many Hurdies to **Eoin Redmond** of Dublin for that idea!




Okay, so you think this is simple — well why not try to win yourself a bundle of software by being the first out of the Scout Beret this month. Send your completed entries to Hurdie Gurdie And A Little Ho Ho Ho Puzzle, *Your Hurdie Gurdie Sinclair*, 14 Rathbone Place, London W1P 1DE.

I'm no prize potato head, the Scout should light the ........................ first

**HURDIE** ..........................................................

**GURDIE** ..........................................................

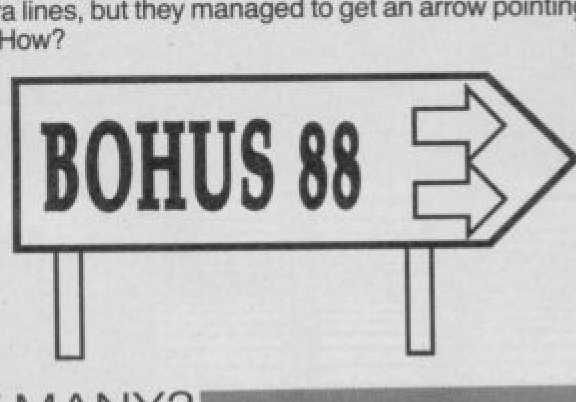
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.............................. **HO HO HO** ..............................

## WHICH WAY

**David Möllerstedt** from hurdie-gurdie land itself sent in the idea for this next puzzle. Tak, David. (Who said I couldn't speak perfect Swedish?).
On the way to the Jamboree, two naughty Scouts decided to alter the sign pointing the way to the camp site. They only had time to carve on two extra lines, but they managed to get an arrow pointing the other way. How?




## HOW MANY?

Hurdie Gurdies to **A Bogue** of Stourport for this little teaser . . .
"How many computer games have you got?" Marcus asked his friend Kristian. "They're all arcade games except two, all adventures except two and all strategy games except two."
How many games has Kristian got?

## ROPE TRICK

A huge hurdie gurdie ho for our friend **B Benoke** who sent in this clever quizzer all the way from Aylesbury.
A boat drops anchor in low tide and throws over a rope ladder. The ladder has eight rungs and the bottom two are in the water. The tide comes in at six inches every 30 minutes. The rungs are six inches apart. The tide takes two hours to reach its highest level. How many more rungs are covered by the time the tide reaches its peak?

## IT'S ALL RELATIVE

Back to Hurdie Gurdie-land where **Ulf Börjesson** from Ludvika, Sweden, has come up with this nasty stinger.
Two fathers and two sons went out hunting. They shot three rabbits, but got one each.
How was this possible?

## CHAIN MAIL

Portugal is the next stop on this International Jamboree Puzzle Page, where we find **Pavolo José Martins Tavares** (Phew! These Portuguese have long names) posing this puzzler.
A broken chain was taken to a blacksmith for him to join together again. The chain was in five pieces, and each length of chain had three links. The blacksmith immediately assumed that he would need to open four links to fit the chain back together again. Can you suggest a way that the blackie can do it by opening less links?

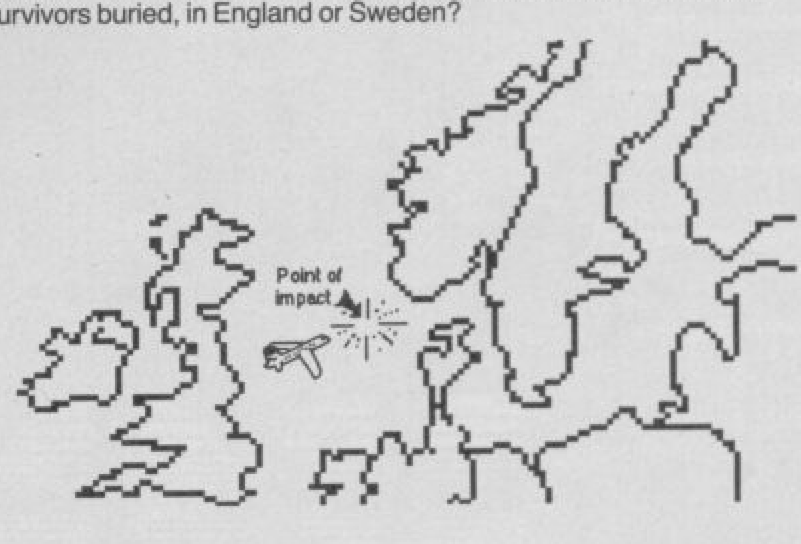


## FARMER PHIL'S BLACK SHEEP

While Farmer Phil was taking a busman's holiday in Sweden, he came across two sheep. One was facing south and the other was facing north. So, asks Phil, how come they could see each other?

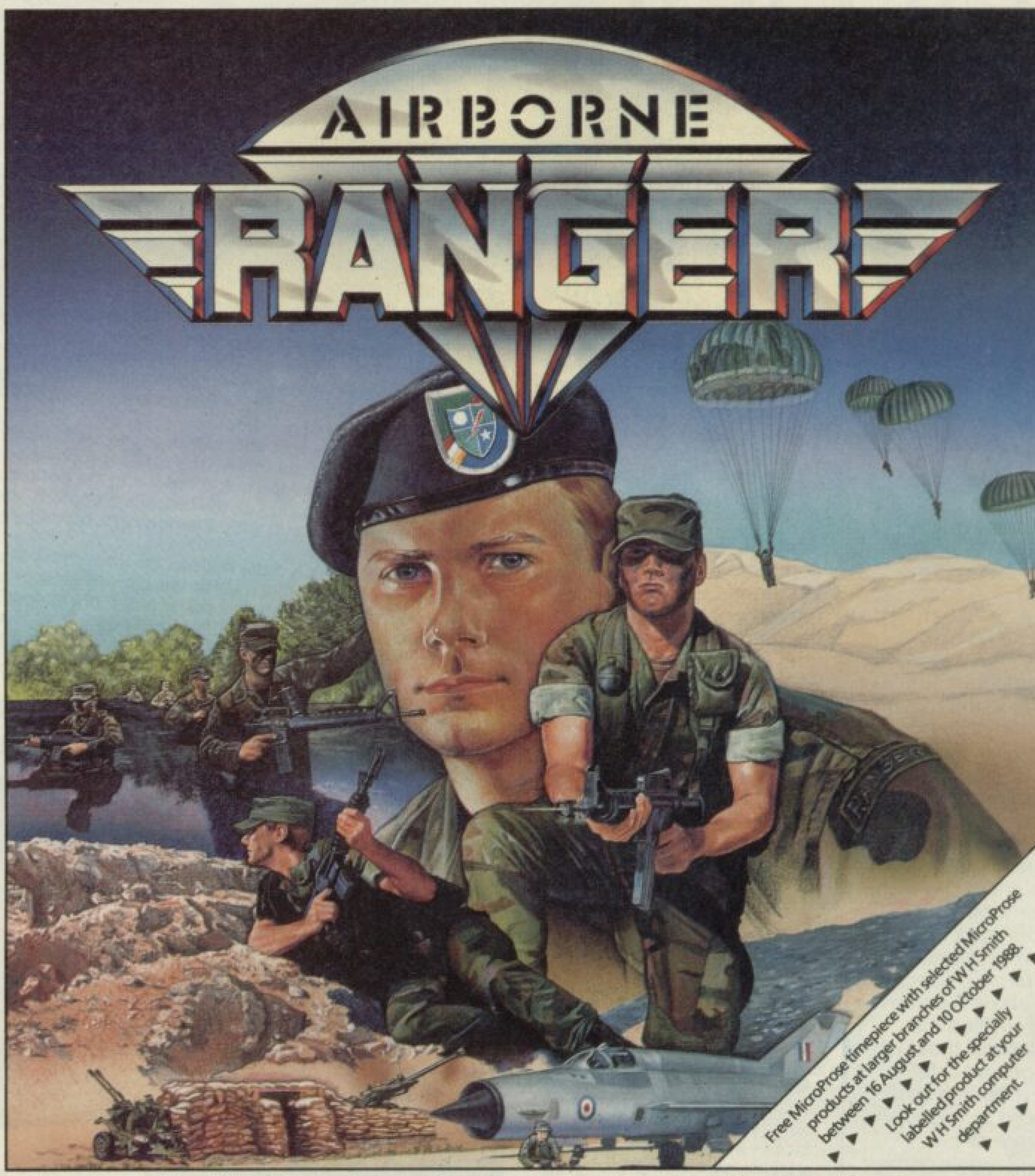
## DISASTER!

Ta very much, **Dara Moore**, for this rather Moore-bid puzzler.
On the way to the Swedish Jamboree, 16th Nottallswell's troop hit disaster — their plane crashed into the North Sea. Where were the survivors buried, in England or Sweden?




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**_Ciarán Brennan_ brings you the latest arcade action in...**

# S·L·O·T·S O·F FUN

They all scroll! For ages now I've been trying to figure out why games are becoming more and more 'samey', and at last I think I've discovered the reason.

The vast majority of new releases scroll in at least one direction.

There's nothing actually wrong with this, it's just that it leads to a similarity of feel and eventually restricts what games designers can do in terms of gameplay.

Remember back in the early '80s when classics such as *Asteroids, Space Invaders, Galaxians* and even *Lunar Landing* filled the arcades? None of these needed huge colourful backdrops speeding by at half the speed of sound and yet these were all immensely playable games in their own right.

Alright, so you might argue that the only reason that programmers didn't produce scrolling games in those days was because they couldn't — but does that mean that just because they now have that ability they must use it on every single release?

Don't get me wrong. I'm not looking for a return to single screen monochrome alien blasters, but surely there must be more that can be done with the hardware that's available nowadays than endless variations on the 'scroll and shoot' theme.

As a timely example of this, this month's top coin-op is a fast and furious blaster — which takes place against a backdrop of completely still screens. And yet there's so much movement going on inside the game that there's hardly time to scratch your nose! So let's hope that some more of these come through, because I have a sneaking feeling that the scrolling shoot 'em up might be reaching the end of its reign.

Anyway, enough of my yakkin... let's boogie!

## CIARÁN'S CORKY COIN-OP
## CABAL

The massive success of *Operation Wolf* was bound to lead to a few imitations appearing on the market, and this offering from a so-far anonymous producer is the first to make it onto the high street. Luckily the designers haven't gone for a straight rip-off and have included enough alterations and additions to make *Cabal* a great blast in its own right.

The idea is to blast your way through level after level of military action, single-handedly (or double-handedly I suppose, because the two player game sees both players on screen at once) beating off hordes of aggressive paramilitaries. Armed initially with a basic automatic rifle and a handful of grenades, you move from side to side avoiding the enemy's fire and destroying tanks, helicopters and buildings.

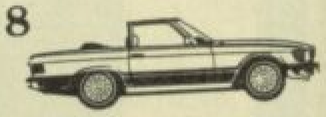
A clever control system allows the on-screen player and his weapons cursor to be controlled by use of the same ball — used alone the ball controls your soldier's movement, while with the fire button depressed it moves the weapon sight cursor.

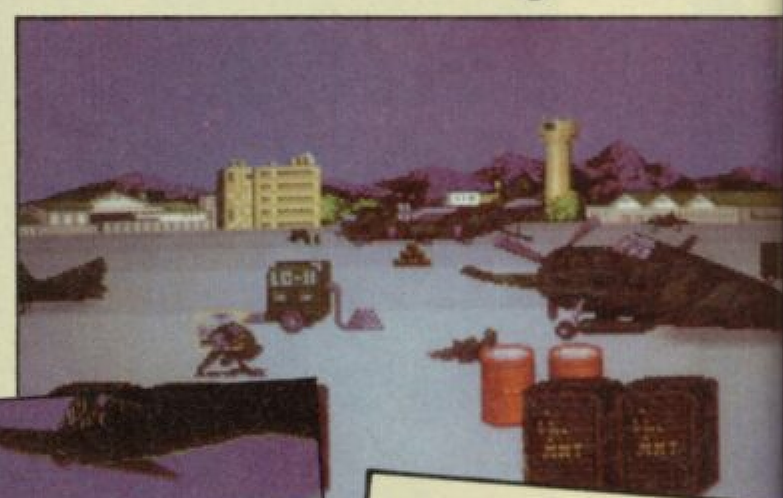
Extra weapons and points are picked up as grey-clad enemy soldiers are picked off. Watch out in particular for the super machine gun — it's noisier than a Motorhead concert and twice as deadly. Other useful weapons are the 'not so super' machine gun and tons of grenades.

Each level is split into four separate sections, with progress between them determined by nothing more than the amount of opposition you wipe out. A red bar at the bottom of the screen gradually turns blue, and when this process is complete a silly tune strikes up and the player prances off to the next screen (honestly!).

*Cabal* is much more than an *Operation Wolf* clone. I'd even go so far as to say that it's a better game than its more distinguished predecessor. It's funnier, faster and more varied — in fact all it's really missing is the machine gun at the front, but the ball control system easily makes up for that. I can't wait to find out who's behind it.

**Convertibility Factor: 8**
**The game most likely to?**





## DEVESTATORS



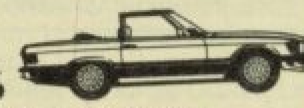
An amazing opening sequence sets this one up for great things, but in the end it falls flat on its face — a victim of being too adventurous perhaps?

The opening sequence in question starts with two Rambo lookalikes grimacing at the player. Next thing you know the pair are leaping from a massive Hercules and disappearing through the most impressive cloud cover I've ever seen.

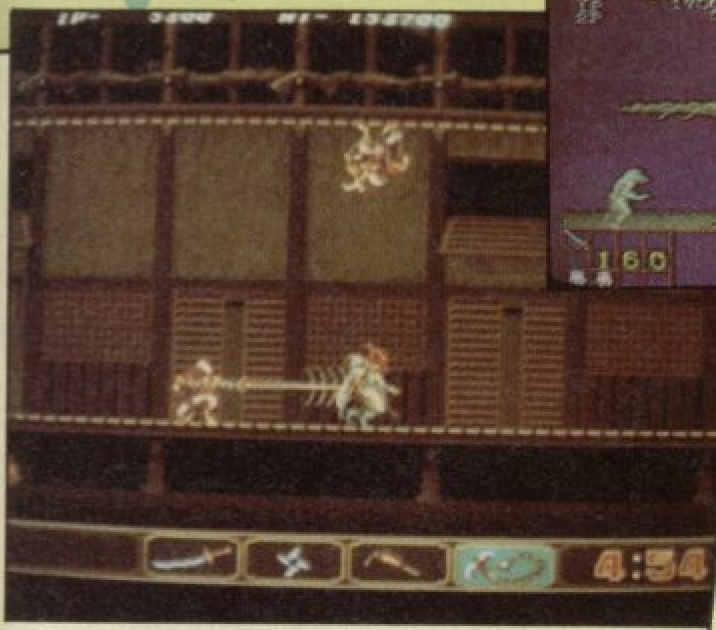
And the game doesn't stop impressing there. Next thing you know you're on the ground and racing into action-packed screens to get to the enemy's base within a fast diminishing time limit. And that's where the problems start. The scrolling is jerky, there's too little time, the enemy advances too slowly and your bullets only travel a scale distance of about 10 feet — and that's just for starters.

*Devestators* is another of those ideas that could have been amazingly good, but due to deficiencies on either the programmer's or hardware's part it's failed to live up to expectations. A noble effort from Konami that hopefully will be developed in the future.





**Convertibility Factor: 5**
**Screen updates too quickly even for a coin-op.**





## LEGEND OF MAKAJ

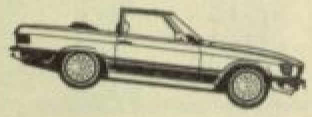
If *Ninja Sprint* is state of the art for this type of left to right scrolling cut and collect game, then Jaleco's *Legend Of Makaj* is just a state. The graphics wouldn't look terribly out of place on your average home computer and the gameplay is so easy and out of date that you'd wonder how it ever made it into the arcades.

For what it's worth, the game goes something like this. You run along a basic forest background (one tree every screen), collecting money, jewels and keys and beating off the unwelcome attentions of large reptiles, goblins, killer plants and headless ghouls.

When you've collected enough dosh, a quick leap to the shops will reward you with an axe, a boomerang, a knife, information or an all-healing potion — depending of course on what you can afford. The ultimate aim is to collect each letter of a magic spell to help you defeat an evil wizard (believe it or not, these letters are handed over by a little blue donkey inside a hollow tree).

In case I haven't already got the message across — this game is terminally boring! Even when you die the best it can offer is a pathetic little 'you died…' message at the bottom of the screen and it's back off again with the next of your three lives. Better luck next time Jaleco.

**Convertibility Factor: 8**
**Very BASIC.**



## NINJA SPRINT

This is not, as you might think, a cross between a sports sim and a martial arts ass-kicker — in fact it's a pretty wazzy left to right scrolling beat 'em up involving wizards, dwarves, massive grotesque guardians at the end of each level and some pretty nifty footwork on the player's part.

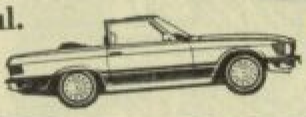
After a spooky wizard has set you off on your mission, it's up to you to get to the end of each level within a set time limit. The bulk of the action takes place along a fairly average corridor. However, open channels above the ceiling and below the floor allow your opponents to race ahead of you and attack you from above or below — so watch out.

For your defence you're armed with four different weapon types; Sword, Shuriken, Dynamite and a sort of blade on an elastic rope (if anyone out there knows what this weapon is actually called, don't hesitate to drop me a line and let me know). Each of these weapons is represented by an icon below the play area, with control switched between them by use of one of the game's three buttons — the other two are used to jump and fire.

What sets this game apart from the pack is the huge variety of tactics and moves that can be brought into play. Different weapons work best against each different type of opponent, and smarter players can plant dynamite to outwit their sneaky hidden enemies. Other features include the 'Shadow' option, which doubles the player's on-screen presence and practically turns a one player game into a two player effort, and the graphics and sound are astonishing — when the slicing action hots up things start to sound uncannily like a Kenwood Chef at full tilt.

The icing on the cake is the continue play feature, which will have you dipping into your pocket at increasingly regular intervals as soon as the Ninja bug bites. Irem has produced one of the best games of this type that I've seen. A must for all coin-op fans.

**Convertibility Factor: 6**
**Too long, too deep and too colourful.**



## COBRA COMMAND



A fairly realistic loading screen with personalised messages and digitised pictures heralds Data East's latest — and guess what? It's another left to right scrolling shoot 'em up! This time the main vehicle is a helicopter, equipped with machine guns unlimited bombs and capable of taking on numerous extra weapons including homing missiles and lasers.

The bad guys zoom about in choppers and planes and, strangely enough, they've been known to attack from both sides… so keep the eyes in the back of your head peeled. Other hazards to look out for include flames spitting from the ground and the now-standard mega-heavy at the end of each level (this time he has to be destroyed within a limited amount of time — but don't worry, you're not going to hang around this part for very long anyway).

Things change a little from level three onwards. At this stage the action changes slightly from the normal scrolling landscape to a more complex system of caverns and tunnels set against a background which closely resembles a printed circuit. The going gets a little tougher at this point, but it's still too much like *Nemesis* for my liking and for that reason alone it gets the Slots Of Fun thumbs down. Next please…

**Convertibility Factor: 7**
**But haven't we seen this before?**

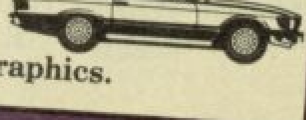
## SKY SOLDIERS

Colourful and detailed backgrounds, choices of weapons and historical scenarios don't detract from the fact that this is little more than a standard top to bottom scrolling shoot 'em up. However, it's a pretty good example of the type, with nicely judged gameplay and a choice of weapons giving it that slight edge above the competition.

The four special weapons on offer are Missiles, Homing, F-Ball and Busters — only one of these can be used at a time, and they're activated by the second fire button (the first operates the standard machine gun). The special weapon is chosen at the beginning of the game and is activated by collecting 'B' icons which appear when special grey enemies are destroyed. Other icons include 'S' (for speed) and 'P' (extra power for the special weapon). There are seven levels of speed to be collected, two power levels for the special weapon and four levels for the standard machine gun.

SNK may not have come up with an original concept, but it's done as good a job as possible with this style. The graphics are amazing, from the London backgrounds to the end of level aircraft, and the difficulty is pitched perfectly. Don't rule this one out unless you're totally tired of the shoot 'em up formula.

**Convertibility Factor: 6**
**Simple gameplay, but complex graphics.**



## ARCADE NEWS

*Record Breaker* is Taito's addition to this year's growing ranks of Olympic inspired multi-event sports simulations. This one takes its lead from the good old joystick waggler, incorporating an unusual left to right only joystick which, coupled with two buttons, is all that's necessary to compete in 10 events: the shot putt, vault, 400m relay, 100m sprint, 110m hurdles, weightlifting, horizontal bars, pole vault, 100m freestyle swimming and the hop, step and jump. Starting with just two events, the player must reach a set qualifying time in these to qualify for the next . . . and so on. At the time of going to press it wasn't known if the game was actually endorsed by Roy Castle.

Also from Taito comes *Syvallion*, a left to right scrolling shoot 'em up along the lines of *Nemesis*. A bit of variety is introduced by the fact that the player controls a massive fire-breathing dragon instead of the usual spaceship. Consequently a flame meter takes the place of an ammunition or energy counter. Another deviation from normality is the replacement of the joystick by a cabinet mounted ball which is used, mouse style, to control the dragon's movements. Watch out for more on these in the near future.

# YS Adventu

Hello, ello, ello, what's all this then? A letter in the mailbag headed 'METROPOLITA-N POLICE'? Yikes, they must have found the photos . . . what photos? Sorry officer, I never mentioned photos, who said anything about polaroid photos? Not me. Let's look again . . . yup, definitely says Metropolitan Police, 'No, 728 (Unruled).' So who is this person wanting me to assist him with his enquiries into *Dungeon Adventure,* and threatening that if I don't he'll 'send the boys round?' Maybe I'd better keep his name an official secret or he might get in trouble for stealing police property, or maybe playing adventure games while on duty (so that was why they installed the police computer!).

But what I said to this copper from somewhere in Surrey, is what I say to all people who write in and ask me questions on Level 9 adventures, which is to write directly to Level 9 itself, including an sae and the coupon included with all its games, so you can get yourself an official and very helpful help sheet. This isn't laziness on my part, and is of course nothing to do with the fact that I couldn't find my own help sheet for *Dungeon Adventure,* but is because anyone who has a legitimate copy of a Level 9 adventure can get a free help sheet for themselves. As we all know, there are lots of pirated copies of games floating about, and neither myself nor Level 9 like to encourage the illegal copying of games by enabling people to get help when they haven't bought the game in the first place.

Enough of this seriousness though, let's get silly and what could be sillier than **Andy Lowe** of Zodiac Software? **Dave Dutton** of Zodiac Software maybe? But anyway, it's Andy who's written in and said I might be interested in Zodiac's 'Top Five Silly Names Of People Who Have Written In And Bought Its Adventures Through The Recent Special Offer'?

1. **P. Belcher** (Still at No. One!)
2. **Primoz Ferkulj**
3. **John Leech**
4. **A.M. Speed**
5. **David Smith**

Some of those names are hardly silly at all, but it's a good way to lose yourself five customers in one go!

Next is a letter from someone with an even sillier name **David McCandless.** You can't fool me, I know you make these names up just to give me a laugh . . . but I can't help feeling this particular name is strangely familiar from somewhere . . . but where? Wherever it is, David says he's caught the adventure game bug 'after years of vapourising aliens and decades of sweaty joysticks.' And now he's got some tips to pass on to *YS* readers.

In *Mindfighter,* you should LYRAD OT MROTSWONS EVIG. To find a copper key' SBEWBOC KAERB (on the downstairs floor of the house). When you're near the clock tower, to find some useful objects: ELBBUR ENIMAXE. On July 3rd YTTEJ OT OG where Yabushi will appear with his Samurai Sword. This



is the best weapon to have, and if you can't get it then' TI YRRAC NAC TREBOR. David's tip in the first part of *Knight Orc* is that if you don't want any of your treasure or objects stolen then put them at the bottom of the well and EPOR EITNU so that no-one can get at them.

**Malcolm Jardine** writes from Drumskeoch Farm, Pinwherry, Girvan, Ayrshire KA26 0QB to say that he's just completed his first adventure, *The Jade Stone,* which took him two solid days, and he's willing to help anyone out on that. However, he's still stuck in *Hammer Of Grimmold* and *Labours Of Hercules.* Now what makes me think Maclolm's been taking advantage of my 'Best Indies' offers? Anyway, in the first one he wants to know how to deal with the sleeping Orc. This has proved to be one of those problems that ought to be no problem at all, yet I've had several letters asking about it. The fact that the Orc is sleeping is the nicely misleading statement, as all you need to do is DROWS HTIW MIH LLIK. In *Hercules* Malcolm asks what's the secret of getting through the Marsh of Lerna? No secret as far as I know, the only way through is to map it.

A quick thanks to **Wren Bull** of Carmarthen for sending in various solutions, including *Pete Bog* from Infected Software which he says he 'spent a pleasant couple of hours solving.' Wren's also just finished *The Jade Necklace,* and he warns other readers of what held him up near the end — after using two-word input for most of the adventure you're suddenly required to type in four words, and Wren's brain couldn't take the strain! Too many of those banking exams he's been taking. And another quick thanks, this time from **Matthew 'Wehttam' Conway** of Berkshire to the anonymous reader from Peterborough who kindly sent him a map to *Lords Of Midnight* but didn't enclose a name or address. And thanks too to all the other *YS* readers who helped.

And now a quick plea, from **Ted Webb,** 3 Monty Walk, Waterlooville, Hants PO7 5TD. Ted's trying to get hold of the two Delta 4 'Joystick' games, so can anyone help?

**Colin Joyce** has a query about the *Quill* POKE that appeared back in the March issue. Unfortunately I don't have the POKEr's address, so if **Richard Alexander** is reading this, maybe he could contact Colin at 14 Trasna Way, Lurgan, Craigavon, Co. Amargh BT66 8DL.

**Lynda XX Wyse** (well that's how she signs herself) of Bo'ness asks why there isn't a new photo of me on the adventure pages? Please, don't make me have my photo taken again. You should see the extra wrinkles since I started dealing with you lot. Lynda's other questions, which are definitely easier to deal with, concern *St Brides* and *Masters Of The Universe.* In the first, what does she do after getting locked up when leaving the room wearing the dress? TNIAF OT DNETERP. In the second, how to get the second Timelink from Mantanna's cave? SETIMGALATS ENIMAXE DNA DROWS HTIW ANNATNAM LLIK.

**P. J. Edensor** of Rugeley asks for some

clues on *Blizzard's Pass.* The best thing you can do is send me a stamped addressed envelope for a freebie on that game, and this is a reminder to everyone who writes in that if you send an sae then you'll get a reply, but if you don't . . . You *might* get your query answered in print, but there isn't room to answer everyone and you'll also have to wait at least a month, maybe more, before it appears. So there!

**William Snowden** of Cheshire is stuck in *Jinxter,* and says he just cannot figure out how to get the saddle across to the station to saddle the unicorn. He says every time he tries to get it across by sitting on the cloud, 'the stupid cloud chucks the saddle out of my possession . I have tried carrying nothing but the saddle and the pelican charm, but this doesn't seem to work either! Please put me out of my misery soon!' The answer to this problem is one of those delightful solutions that make adventure games worth playing . . . once you know it, that is. You don't take the saddle that way to the station: TI GNITSOP YRT.

Lots of readers have been mis-led by my tip on *Gnome Ranger,* that said the object to get from the shop was the spade, which was useful for digging at the end of the rainbow. Six million people (well, almost) have written in to say that they've done that and nothing happens. And I've written back six million times (well, almost) to point out that I didn't say it was Ingrid who did the digging. One Scottish reader wrote in with a poetic plea, and says that if I publish her letter please refer to her as the **Aberdonian Adventurer**, as she's rather shy! With three kisses on the bottom (so to speak)?

Another female reader is **Lillian Squiggly-Signature** of Torquay, who didn't send me any kisses but lots of questions on *The NeverEnding Story.* The answers to these are quite complicated, even if I print them forwards, so again the solution is to send me an sae for a freebie.

**Bill Campbell** from Ireland asks about *Castle Blackstar,* and wants to know how to get past the skeleton (ENORHT HSUP DNA TI ENIMAXE) and how to get the sword out of the stone (ERTPECS DNA NWORC GNIRAEW FI TI LLUP).

Also from Ireland is **Fintan Ward.** Fintan complains that my *Rigel's Revenge* hint-sheet was pretty bad as it only explained how to get out of the flat. Thanks for the tips on the rest of the game, Fintan, but I did say when I offered it that my mini-freebie was only meant to tell you how to get out of the flat! The things I have to put up with, honestly, I mean, am I appreciated, mumble-mumble, rant, rave . . . Okay I'll come quietly officer . . .

# news

## Venture forth with Mike Gerrard

**● Alternative Software has been churning out Speccy adventures like there's no tomorrow and getting itself a few best-sellers in the process, like *Football Frenzy* and *Cricket Crazy.* The quality of Alternative's releases varies quite a bit, but there's no doubting the quality of its latest budget game as it's a re-release of *The Colour Of Magic.* The game was originally published by Piranha (R.I.P) and is Delta 4's adaptation of Terry Pratchett's classic sci-fi comedy book that tells of the adventures of Rincewind, who lives in the city of Ankh Morpork.**

**The game features all the features of the Delta 4 adventure system, and is in four parts, so could there be a better bargain for only £1.99? The answer is No! So the handful of people who didn't buy it at full-price first time round can now have the bargain of the decade courtesy of Alternative Software Ltd, Units 3-6, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN.**

● There's been a lot of conflicting chat about the third *Lord Of The Rings* game. Rumours as to what kind of a game (or games) it was going to be have only been outnumbered by rumours as to when it would appear. First there was going to be an adventure game *and* an arcade game, both based on the third book of *Lord Of The Rings.* Then I heard that the adventure game was going to be very similar in style to *Shadows Of Mordor* rather than the original *Lord Of The Rings.* The cheers at that news had hardly died down when it's now announced by a Melbourne House spokesperson that the game, to be called *War In Middle Earth,* will in fact be an arcade-adventure.

As a post-script, Melbourne House's person with the spokes told me that Mastertronic is also going to release an adventure based on Enid Blyton's 'Famous Five' characters. To be called simply *The Famous Five* (and certainly not *The Famous Five Go Mad In Dorset*), it will cost £4.99, which is less than £1 per character. Again, the style of the game remains to be seen.



**● A reminder that the clue book for *The Bard's Tale I* is available for a fiver from Electronic Arts. For that price you obviously don't get a simple help-sheet, but a chunky book with parchment-like pages that takes the form of a narration by someone who has completed the quest successfully and lived to tell the tale. Fortunately the tale is told to you, complete with maps for the sewers, catacombs, temples, Harkyn's Castle and so on. Even if you manage to get through the game without needing any outside help, this handsome-looking booklet will probably serve as a satisfying record of playing the game. Definitely an above average help sheet well worth a look.**

● A four-page hint sheet is now available on *Mindfighter,* if you'd care to part with a stamped addressed envelope and send it in the general direction of Abstract Concepts, The Shieling, New Road, Swanmore, Hants SO3 2PE. The sheet takes the form of a series of questions; general ones that apply to all parts of the game, questions specific to each of the four parts in turn, and then relevant numbered answers to try to prevent you from reading more than just the answer to the specific problem that's got you stumped (Eh?). You're also invited to write in with any questions you have that may not be covered by the hint sheet, but again you must enclose a stamped addressed envelope if you want one of the Abstract Concepts minions (like Anna) to write back to you.

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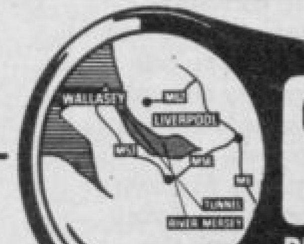
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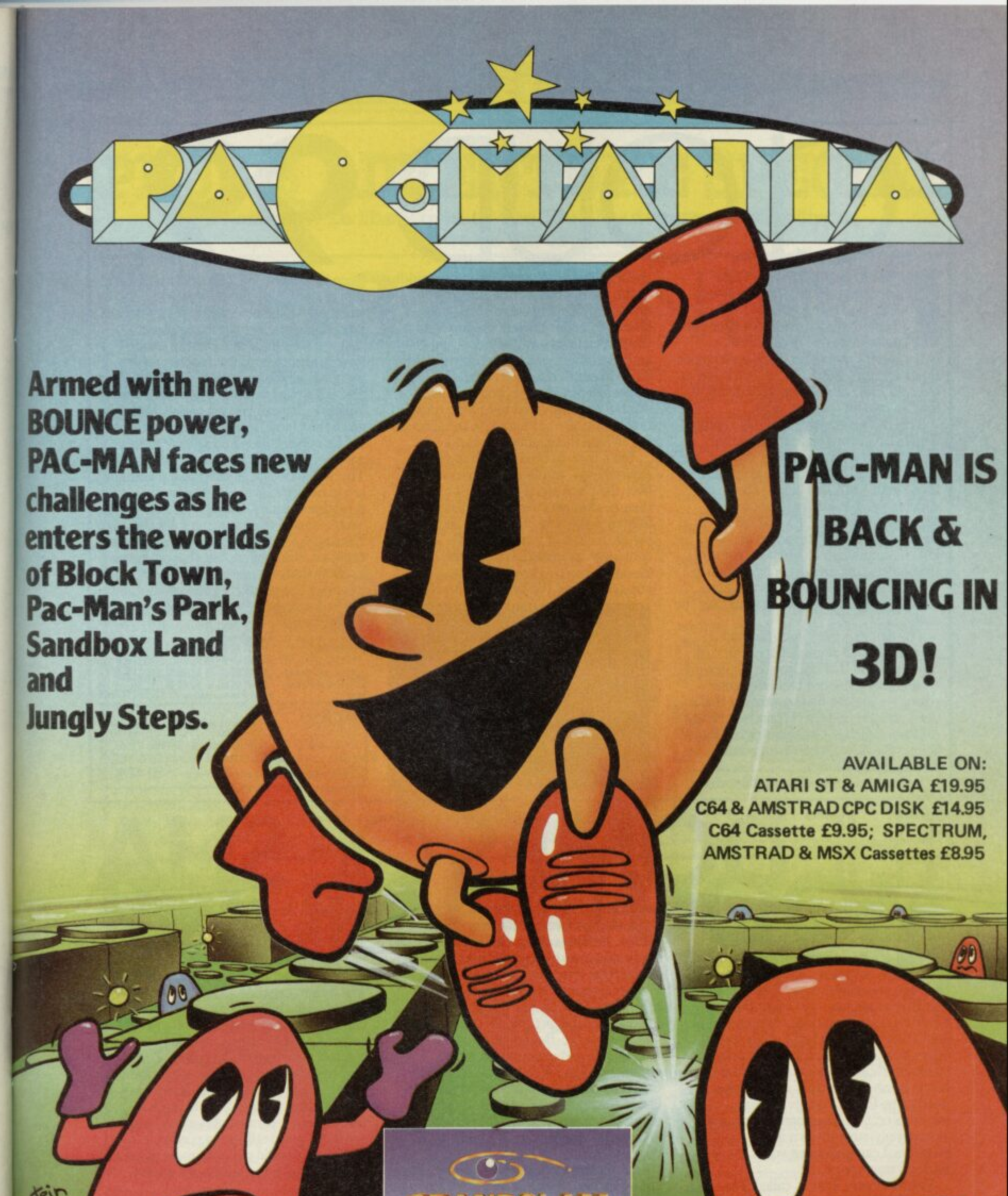
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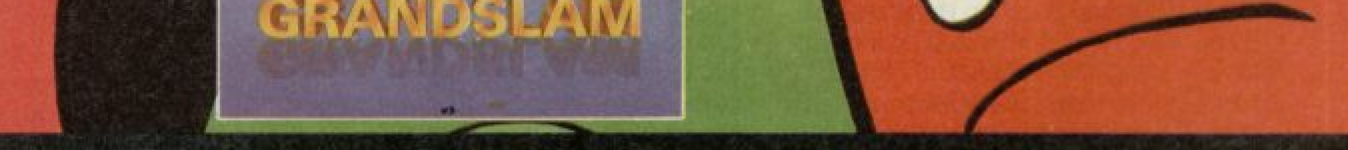
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*Screenshots taken from ATARI ST* *Screenshots taken from SPECTRUM*

# CLOUD 99

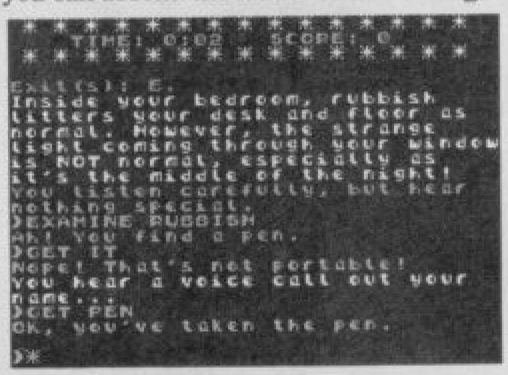
In June I reviewed Marlin's first Spectrum release, *The Jade Stone,* which was an excellent adventure: good enough for me to choose it as one of my 'Best Indies' offers soon after. Now here comes Linda Wright's latest, and it's every bit as good as *Jade Stone* — and very different, too. No one-hit wonders here.

This is a single-part *PAW*'d adventure, but with two versions coming on the tape. One is a text-only 48K version, the other has full (but optional) graphics for those with 128K machines. The larger version also has longer location and message texts, more EXAMINE commands, HELP messages and a PAUSE command. In addition, some of the objects that are just lying around in the 48K game are a bit harder to find, though basically the two versions play the same.

The game's a very light-hearted adventure, that reminded me a little of *Shymer,* but in this one you're not dealing with nursery rhymes that have gone wrong — instead it's the weather that's been messed up by a certain Jack Frost. And whose job is it to put it right? Right! Yours, the lazy blighter lying round reading Speccy mags.

Before you answer the strange voice that's calling out your name in the middle of the night, you'd better explore your house fully. Don't take too long about it, however, as the clock at the top-left of the screen ticks away whether you enter an input or not, and you've only got 'til dawn to set things right. With the *PAW*'s pause feature, though, you only need to start to enter an input in order to put the timer on hold — I tend to hit the space bar to stop the counter counting.

You'll have to be thorough in your explorations, as objects are hidden all over the place and if you're getting stuck then re-read every location description fully to make sure you haven't missed a bench, a desk or a cabinet that's cunningly concealed. Getting the key to Cloud 99 itself isn't too tricky, and then you can ascend the ladder to this strange place in the sky and hope to start putting things right. Watch out for Jack Frost, who pops up unexpectedly and starts pinching your carefully-found objects. Can you stop him? Yes you can. And I loved the answer to the problem of the cockerel, which isn't exactly a doddle. And if it's puns you like, then where in Weather City can you get some cash? Just go to the Cloud Bank!




I found very little I could fault in this game . . . and you know how hard I try! The *PAW*'s been well used, the problems range from the simple to the head-scratchers, it's refreshingly different and should appeal to adventurers old and new. You might think with only 44 locations it could be a bit limited, but that only goes to show that you don't need 200+ locations to make for a good game. Linda Wright's adventures are definitely proving alright by me.

Graphics
Text
Value for Money
Personal Rating
**8**

**FAX BOX**
**Title** ........ *Cloud 99*
**Publisher** ........ Marlin Games, 19 Briar Close, Nailea, Bristol BS19 1QG
**Price** ........ £2.95

# THE DOMES OF SHA

A lot of people tried River Software's adventures for the first time in my 'Best Indies' offers, some people ordering all 10 in one go, and many coming back and asking for more. That's a sign that they're popular, as I knew they would be once you'd tried them, and now here's the latest offering: but no special offers this time, I'm afraid! The price is a bit higher than normal but then there is a bonus game on the tape, *Letter Bomb,* a word game that's an entertaining variation on the 'Hangman' theme, with an anagram game thrown in for good measure. I can guarantee you'll get your money's worth from it.

The adventure itself is called *The Domes Of Sha* and is set on the planet of Olaxas, which was devastated by a Great War. In a valley live the tribe of Sha, the land all around their valley dead and barren. They know their planet is dying, but something they know as the Cold Fear prevents anyone leaving the valley in search of any help that may be available. Until now, of course . . .

Soon after you start in the valley you make your way to the house of Kroll the elder, who sits you down on his hagrug, hands you a cube and tells you he always suspected you weren't like any of the others. Before you can take in the implications of this remark, you leave and head off on your quest to save the Sha. Wandering round the valley you find a character called Grunt, whose main features are the fact that he grunts a lot and whiffs a bit. But he's loyal and affectionate and understands simple commands like FETCH, STAY, GO and COME. I couldn't get any response to the last of these, and something the game suffers from is a lack of full instructions and explanations about talking to other characters.

Grunt comes in handy, of course, and I got quite fond of him as he sulked when I instructed him to STAY, and from time to time shot off in another of his mad fits. There are some nice touches of humour in the game. Type SCORE and you're told 'If you finish you'll get one big point.' HELP also provides some coded clues if you're stuck.

Sorting out the few problems above ground, you may be able to somehow open the rock door that leads down into a large underground network that has a touch of *Colossal Cave* about it, with quite good descriptions and generally a good use of *PAW,* which unfortunately hasn't been credited as far as I could see. Just a few minor bugettes, where found objects are put into the location text which then expands and obliterates the response in the scrolling section underneath, and unusually for a River game I found a spelling mistake! 'Sentance' instead of 'sentence.' Those play-testers not doing their job properly!

But *Sha* is well up to the standard of River's other games, and although it won't take a seasoned player too long to see it off, you'll still enjoy playing it. Beginners should get even more value from it. Pretty good all round, in fact.

Graphics
Text
Value for Money
Personal Rating
**8**

**FAX BOX**
**Title** ........ *The Domes Of Sha*
**Publisher** ........ River Software, 44 Hyde Place, Aylesham, Canterbury Kent CT3 3AL
**Price** ........ £3.95

# PLUS 3 ADVENTURE SPECIAL

**What's new in the world of the Plus 3 adventure? The Troll Supremo investigates.**

## PLUS 3 ADVENTURES

Dipping its toes into the +3 adventure market is Mastertronic, with what's probably a sensible release bringing together three icon-driven adventures written by Clive Wilson and Les Hogarth, *Shard Of Inovar*, *Kobyashi Naru* and *Venom*. These have proved very popular with some readers in their tape versions, and very unpopular with others — including me!

The first thing to say is that these aren't souped-up remixes of the games, they're just the 48K tape versions all put onto the same disk. Not even the LOAD/SAVE icon has been changed from a tape to a disk, and when you want to LOAD or SAVE a game you're asked whether it's to/from memory or cassette, though if you choose the tape option it does work to/from disk.

If you've got your back issues handy then you can find out what I thought of both *Venom* and *Shard Of Inovar* by looking at the March 1988 issue, where I gave them over-all marks of four and six respectively. I did increase the mark for *Venom* by a notch soon after, as the version I'd been playing was faulty and had crashed, but that was purely a one-off problem and the versions of all games are in fact fine.

You map and move around and solve problems with the objects you find, but everything you do is controlled from a series of icons around the screen. These are activated by joystick or keyboard, and usually in combination with the text that normally apears in the centre of the screen. Choose the EXAMINE icon, for instance, and you can then highlight each word of the location description in turn to say what you want to examine. If you want to USE something from your inventory, pick the USE icon and then run through your list of objects one by one 'til you can choose the one you want, to use.




All three games are basically 'olde worlde' fantasies, and with so much memory being given over to the program and presentation they obviously don't have the depth of a more conventional adventure. Beginners might like them, though, as they tend to lead you by the hand through the options available so you don't get stuck looking for the right word — but you can still get stuck looking for the right combination of icons and words. To some the description 'icon-driven adventure' is the worst insult you can give, but others find them enjoyable, and even grumpy old me has to admit they're very smartly programmed. And very smartly priced, at little more than you'd pay for all three games on tape. More please, Mastertronic. How about a Smart Egg compilation next?

Graphics
Text
Value for Money
Personal Rating

**6**

FAX BOX
Title ........ *Plus 3 Adventures*
Publisher ........ Mastertronic
Price ........ £9.99

## RETURN TO DOOM

Topologika continues its +3 support with this follow-up to the earlier *Countdown To Doom*, which unfortunately looked to me to be just what it was — a slightly updated version of an adventure several years old. This new one's a definite improvement though, and at £12.95 for a text-only adventure that almost fills one side of the disk (and leaves the other side for your saved games) it certainly gets a bonus mark in the value-for-money category.

Author Peter Killworth has come up with some entertaining problems, and it's the problems that'll decide whether this game appeals or not as there's no attempt to create a convincing atmosphere, such as you get in a Magnetic Scrolls game for example. You might describe its games as novels and Killworth's as 'whodunnits'.

The game takes place on the very strange planet of Doomawangara, where you've been sent to rescue an ambassador who's been kidnapped by renegade robots. The minute you step out of your ship you know you're in a Kilworth game — one or two moves in any direction and you'll find an object or a problem, and there are six directions to move in! Go north and you face the killer Montipython, south and there's a barred door, northeast are aromatic plants that fox your sense of direction, and so on. The game's certainly crammed with puzzles, although they do spread out a little bit more as you get into it.

One thing that's spoiled Topologika's games in the past has been the constant instant death routines, that come without warning. Here, although death still lurks round many corners, you do usually get a hint that something nasty might be about to happen, giving you a chance to save your game, and the author's also incorporated his own version of the 'OOPS' command. When you die he sometimes (but not always) pops up to ask you if you'd like him to pretend you didn't just do what you did!

You still need your wits about you, when it comes to solving the problems. I liked the way in which you kill the Grobbler monster at the bottom of the Scintillating Shaft, and how you pass the trap that's next to the spongy area. Killworth's definitely got an inventive mind, and it's good in this game to have a chance to enjoy it, instead of being constantly killed as before.

If the problems prove too much for you there's the usual HELP feature incorporated, which runs to 88 questions, and an improvement this time is that you can also ask what use any particular object is for. A nice touch, that. In fact an enjoyable game all round, and well worth thinking about for +3 adventurers.

Graphics
Text
Value for Money
Personal Rating

**7**

FAX BOX
Title ........ *Return To Doom*
Publisher ........ Topologika, PO Box 39, Stilton, Peterborough PE7 3RL
Price ........ £12.95 (+3 only)

# CORRUPTION

The day started well. That Scott Electronics deal you handled had done brilliantly, according to your boss, David Rogers, and he'd offered you a partnership in his broking firm, Rogers & Rogers. That means you get a new office, a new secretary and a BMW. It's nice in the morning, your first day as a partner, and David welcomes you and shows you to the new office. Mind you, it looks a lot like the old office — the same chair and filing cabinet, the same desk, and still no phone. A yuppie without a phone? That's like a fish without chips.

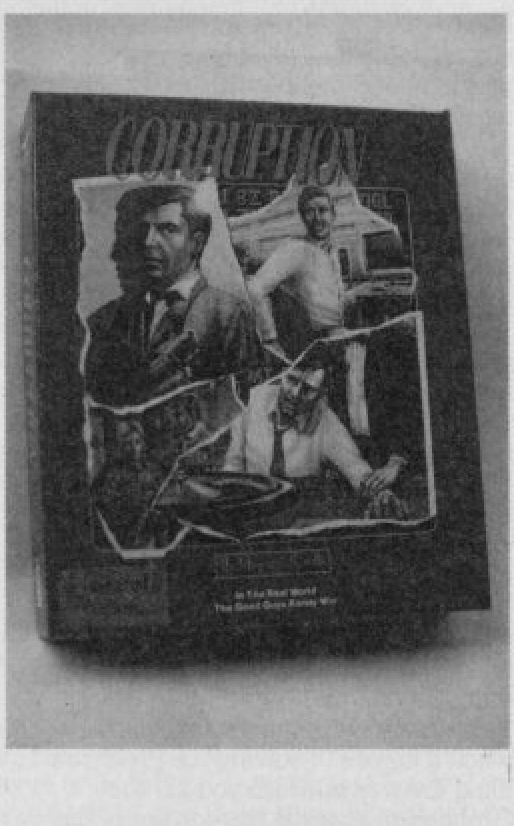
Nothing your lack of enthusiasm, David tells you the firm will be moving to new offices soon anyway and asks you to take a list of early bookings to the dealing room at the end of the corridor. If you follow him out through your secretary's office, though, you hear him tell her that he'll see her later, and he says that he'll need her signature on a cheque. A secretary co-signing a cheque? Strange, you might think, but that's not the only strange thing you're going to find as you wander round the offices this morning.

Down in David's secretary's office there's a perfumed letter on top of the shredding machine, although his secretary won't allow you near it. 'It's really easy to lose a finger in them fings,' she tells you. But nature takes its course and you get your hands on the letter and read it. 'Dear Ticklepot, Just a short note as Derek will be home soon. I can't wait to see you again. Last time was fantastic. Ring me on Monday after Derek gets there. Love and stuff, Jenny XXX.' Now there's something not quite right about this. What is it? And isn't that handwriting vaguely familiar? Of course! You're Derek, and Jenny's your wife!! In which case, who the hell is Ticklepot?? The fact that the letter's on the shredding machine right outside the door to David Rogers' office might be a teensy weensy clue.

Perhaps there's another clue contained on the cassette tape that's in David's desk . . . that is, once you've found out how to get through the locked door, which yet again his secretary is anxious to prevent you from doing. Play the tape on the stereo in your new BMW and you find out that one side contains a recording of the meeting you had with David to discuss your promotion, as far as you remember it, while on the other side is the same meeting — but definitely *not* as you remember it! So what's going on?

The cassette tape comes as part of the packaging, and *Corruption* is, as you're no doubt aware, the latest adventure from Magnetic Scrolls. And a very different kettle of adventurous fish it is, too. No Kerovnian capers here, but instead a tale of deadly intrigue set in the fast-paced yuppie world of London's commodity and currency dealers. Don't bother looking for treasure, you've already got that if the BMW is anything to go by, but watch out you don't get stabbed in the back as you get involved in the corruption that's going on somewhere — and you may even get blamed for it all! Some kind of white powder could be involved, but you'll only find that out if you go to the toilet at the right time!

In fact being in the right place at the right time is an important factor in this game, as is asking the various office employees about each other. I tend not to like this style of adventure, and I admit that my copy of *Corruption* was lying around for a few days before I even loaded it up. But once I had done I soon got into it and found it enjoyable, and of course done with the professionalism we've come to expect from Magnetic Scrolls. By keeping an eye on some of the characters, or by staying in the same location for a while and seeing what goes on, you can start to piece together bits of information. Not that you'll be pleased to hear all of it! The information from the letter that you find on the shredder will be confirmed for you if you have lunch with your wife, for example. And there are several different sticky ends in store too.




The FOLLOW command comes in useful, as you can tag along one step behind a particular character by continually pressing ENTER, and watch what they get up to, but you can interrupt this at any time by typing any other command. You can WAIT UNTIL a specified time to speed up the action in a particular place, and although you're told to use the AGAIN command to repeat your last input it's much easier to press the EDIT key once as that also repeats the input. Just press ENTER instead of editing it, that's all. The 'B' side of the disk comes in handy for saved games, of which you'll need plenty, and a useful tip is not only to mark the place where you saved but the time of day, too.

The parser's a bit tedious in places. PUT BAG IN BRIEFCASE. "But the briefcase is closed," that kind of thing. And when you're carrying the right key to unlock a door, UNLOCK DOOR is greeted by "What with?" It also takes you ages to unlock the door of your own car, as you fiddle around getting the key out of your pocket, and of course once the door's unlocked it's still got to be opened, and then when you open it and type IN the parser tells you there's nothing here to go inside, and you have to type ENTER CAR. All this does rather slow down what's described as "a fast-paced thriller."

There's the typical Rainbird glossy packaging, with extra bits and pieces in the box, including some amusing inserts for your own personal organiser. All in all, I enjoyed *Corruption* far more than I thought I would . . . but not quite as much as the previous Magnetic Scrolls games. Maybe I'm just more of a wrinklie than a yuppie when it comes to adventure games.

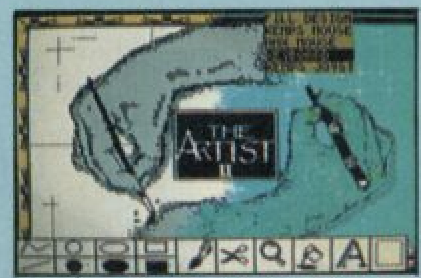
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|---|---|
| Graphics | □□□□□□□□□□ |
| Text | ■■■■■■■■□□ |
| Value for Money | ■■■■■■■■□□ |
| Personal Rating | ■■■■■■■□□□ |

**7**

FAX BOX
Title ........ *Corruption*
Publisher ..... Rainbird, 74 New Oxford Street, London WC1A 1PS
Price ........ £15.95 (+3 version only)

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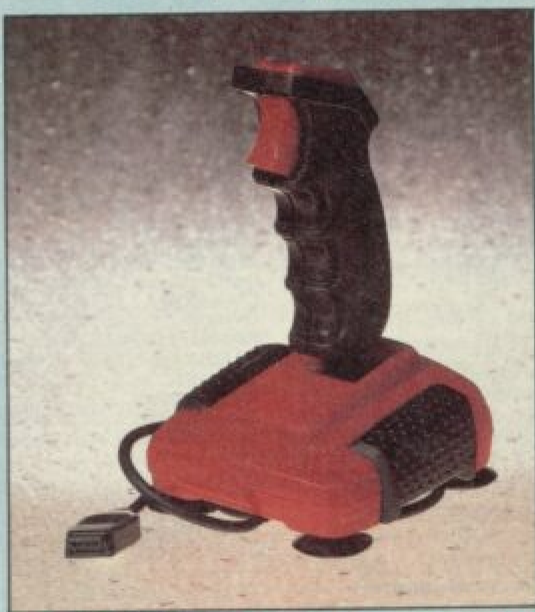
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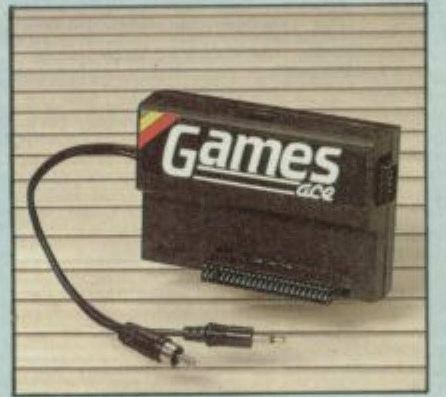
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**2** **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

**3** **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

**4** **APRIL '86** • *Sweevo's World* map • *Skyfox/Lord Of The Rings* reviewed • Art Studio tips • 128K Speccy reviewed • *Arcade Dream* — exclusive preview.

**5** **MAY '86** • *Movie* map • *Batman* reviewed • Micronet feature • *Mike Gerrard* joins *YS* • Interview — *Ghosts & Goblins* programmers • Program Power — Fast Loader

**6** **JUNE '86** • *Saboteur* map • *Chuckie Egg II/Three Weeks In Paradise* tips • Hardware round-up • *Way Of The Tiger/Tasword III* reviewed • 128K games feature.

**7** **JULY '86** • *Batman* map • *Rock 'n' Wrestle/Heavy On The Magick* reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

**8** **AUGUST '86** • *Pentagram* map • Program Power — Speech Melba • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • Hardware — Choosing the complete Speccy system.

**9** **SEPT '86** • Wild 'n' wacky *YS* stickers — free ! • *Heavy On The Magick* map • *Jack The Nipper/Hijack* reviewed • *GAC* user's guide • T'zer's arcade action special.

**10** **OCT '86** • *G[illegible]sts 'N' Goblins* map • [illegible]t *Escape/Trap Door* review[illegible] Co[illegible]plete *Elite* Hacking Awa[illegible] • 128K Speccy — opened up! • [illegible]ogram Power — Tune-A-Paté.

SOLD OUT

**11** **NOV '86** • *Dan Dare* map and re[illegible]ooby *Doo/TT Racer* reviewed [illegible]um +2 test-driven • *Devil's Cr[illegible]* • *Commando/Starstrike II* tips • Adventures — Complete clue list.

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**13** **JAN '87** • *The Great Escape/Deactivators/Antiriad/Storm* maps • *Jewels Of Darkness* reviewed • *Trap Door/Equinox* tips • T'zer Goes To The Movies - feature • Hardware — Red Box/Saga's Compliment.

**14** **FEB '87** • *Nosferatu* map • *Artist II/Gauntlet/Aliens* reviewed • *Uridium/Dynamite Dan 2/Knight Tyme* tips • Hard Facts special • *Short Circuit* previewed.

**15** **MAR '87** • *Glider Rider* and *Fairlight 2* maps • *The Hive/Fist 2* reviewed • G'day sport sims special, streuth! • Tips for *Cobra/Gauntlet/Future Knight* • A-Z of adventure clues.

**16** **APR '87** • *Fist 2/Uridium/Dandy* — maps• *Enduro Racer/Rana Rama/Nemesis The Warlock* reviewed • Explode your phone bill — check out the Modem special • *Space Harrier/Star Glider* tips.

**17** **MAY '87** • Exclusive cover game! *Road Racer* • *Cobra/Thrust/Uridium* maps • Tips for *Gauntlet/GreyFell/Leaderboard* • *Saboteur 2/World Games/Tai-Pan* reviewed.

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**20** **AUG '87** • *Thrust/Saboteur 2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.

**21** **SEPT '87** • Tipshop! Packed with maps, hints 'n' pokes for *Saboteur 2/Greyfell/Chronos/Sentinel* • Reviews of *Game Over/Catch 23* • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy *Jack The Nipper!*

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**27** **MAR '88** • Colour maps of *Indiana Jones* and *Andy Capp* • *Rolling Thunder/Bedlam/Terramex* — megagames • Hardware round-up • Tips for *Thundercats/Out Run/Driller.*

**28** **APRIL '88** • Special Joke Police Issue • Colour maps of *Platoon* and *Dan Dare II* • *Arkanoid II/Tetris/Firefly* reviewed • *Freddy Hardest/Garfield/Gryzor* tips • *Practical Pokes* Mega Multiface Special • Results of Game Of The Year.

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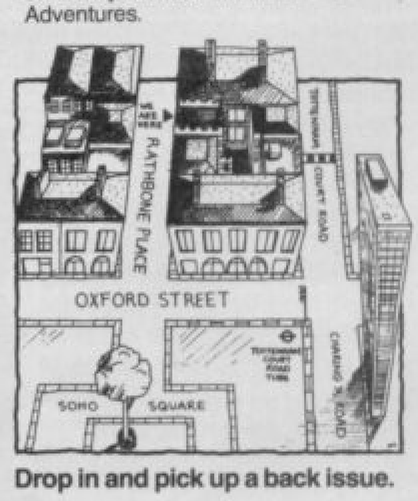
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You know programming isn't such a chore. It's not as complex or difficult as you might think. Once you understand it, then it's a case of 'practice makes perfect'. And you don't need a brain the size of Scunthorpe either. Take me for example (*Do we have to? Ed*) I can program in Basic and Machine Code as well as the next man, but I'm not exactly God's gift to metaphysics. All you need is time, the tools, the practice and the patience.

Timewise I expect it will only take you about a day to absorb the basics and language. Then all the tools you need are books on the subject (Melbourne House print the best) and an assembler if you intend to use machine code (Get those from HisSoft). The practice comes when typing in and examining simple programs, like some of those printed here. And the patience, well only you know where that comes from.

Talking about simple programs, there'll be a load in *Pitstop* next month because of a spectacular Screen Effects Special with almost every routine in graspable assembly language. Look out for it.

In this month's column however you'll have to make do with plain old hex I'm afraid, because I've a few more amateur (though you'd never know it) routines for you to wow, gosh and generally dribble over. **Joseph Lynass** is first with his *P.I.M.* (pointer/icon/menu) program that defies being summed up by just one superlative ('cor' in other words). After him there's an expansion of **Simon Hobbs**' *Mega Text* by **Wayne Ambrose**. And then, our regular psychopath, **Thursten Felstead** has bulletted back from strait-jacket land with his cunning *Flowchart Creator*. And then, to end with, we have **Tom Baker**'s long overdue (and indiscriminately cut by the Art Editor's righteous scalpel) program which places your machine code program in data statements to save you the hassle. They're all yours, a mere hex loader away...

## WINDAS

**by Joseph Lynass**

At last! The time has come! A labour government? Phil's stopped eating? The Apocalypse? Well, no not armageddon but something equally devastating and uncomfortable for Macintosh owners (RIP). Yes, the time has come for you humble and affronted Speccy owners to stand up, widen your eyes, stick out your tongue, and say: 'Scoffetty, scoffetty, scoff, scoff!' or words to that effect. Why? Because at last you can experience the thrills and — to risk a cliché – spills of using a pointer/menu/icon environment, courtesy of sixteen year old **Joseph Lynass** from tropical Belfast.

### Method

This program is so easy to get up 'n' running. Firstly, type in the 80 (as in 80 — not very many considering) lines of hex and then save the subsequent code with SAVE "name" CODE 50000,638. Then (and only then) may you type in the brilliant demo program just to see how er, brilliant this routine really is.

### PIMs Anybody?

The PIM system was originally developed on the Apple Macintosh ages back at the twilight of home computing. And it was such a brilliantly designed and simple system to use that it was ripped off and strewn across several million computer formats. The idea is to direct your pointer (normally an arrow) around the screen pulling down menus and selecting files represented by icons (small symbols), the advantage being that since everything is graphic orientated it can be used by anybody of any nationality, amateur or professional.

### Information

Each window is stored from 50700 onwards in this five byte format:

- 1st byte is the window number (0-254)
- 2nd byte is the top left Y (vertical) co-ord (0-24)
- 3rd byte is the top left X (horizontal) co-ord (0-31)
- 4th byte is the bottom right Y co-ord
- 5th byte is the bottom left X co-ord

The maximum number of windows allowed on screen at one time is 40 and always remember to POKE a 255 after the data for the last box. To display the window use: LET w=USR 50000. This way, when you select a certain window, the number of that window returns in 'w'. So, if you select window 11 then w=11. Understand? Good. If w=255 then no window has been selected.

When the pointer arrow is on the screen use keys: Q,A,O,P to move it around and M to select a window or SPACE to abort. Simple or what?

### Windas Code

```
50000 21 00 00 22 AB C5 CD 7E =763
50008 C3 CD 9B C3 CD E9 C4 CD =1569
50016 7D C4 76 F5 C5 CD D4 C3 =1499
50024 C1 F1 DB 18 E9 C9 7C 3C =1292
50032 67 E6 07 C0 7D C6 20 6F =958
50040 D8 7C D6 08 67 C9 C0 BC =1259
50048 C3 31 BF C5 7E 12 23 13 =799
50056 7E 12 2B 06 07 CD AE C5 =710
50064 13 7E 12 23 13 7E 12 2B =404
50072 10 F3 C9 CD BC C3 11 AF =1240
50080 C5 1A B6 77 23 13 1A B6 =786
50088 77 2B 06 07 CD AE C3 13 =704
50096 1A B6 77 23 13 1A B6 77 =700
50104 2B 10 F1 C9 ED 5B AC C5 =1190
50112 7A 53 5F E6 C0 1F 37 1F =639
50120 0F AB E6 F8 AB 67 7A 07 =1067
50128 07 07 AB E6 C7 AB 07 07 =799
50136 6F C9 3A AC C5 ED 5B AA =1221
50144 C5 22 AA C5 ED 53 AC C5 =1267
50152 CD BC C3 11 BF C5 1A 77 =1138
50160 23 13 1A 77 2B 06 07 CD =460
50168 AE C3 13 1A 77 23 13 1A =549
50176 77 2B 10 F3 2A AC C5 ED =1069
50184 5B AA C5 22 AA C5 ED 53 =1179
50192 AC C5 C9 21 AC C5 3E F7 =1281
50200 BE C8 34 21 AF C5 06 08 =861
50208 CB 3E 23 CB 1E 23 10 F8 =832
50216 21 AE C5 34 3E 08 BE C0 =908
50224 AF 77 CD 5C C4 C9 21 AE =1193
50232 C5 AF BE C8 35 21 AE C5 =1219
50240 35 3E FF BE 20 06 3E 07 =687
50248 77 CD 5C C4 21 AF C5 06 =1023
50256 08 23 CB 26 2B CB 16 23 =587
50264 23 10 F6 C9 21 AF C5 06 =909
50272 08 4E 23 7E 71 2B 77 23 =557
50280 23 10 F6 C9 21 AD C5 AF =1076
50288 BE C8 35 C9 21 AD C5 3E =1109
50296 BB BE C8 34 C9 3A AC C5 =1238
50304 22 AA C5 3E FB DB FE CB =1390
50312 47 CC 6C C4 3E FD DB FE =1367
50320 CB 47 CC 74 C4 3E DF DB =1294
50328 FE CB 4F CC 36 C4 3E DF =1275
50336 DB FE CB 47 CC 13 C4 3E =1228
50344 7F DB FE CB 47 20 0D 2A =961
50352 AB C5 7C B5 C4 59 C5 01 =1153
50360 FF 00 37 C9 3E 7F DB FE =1173
50368 CB 57 20 15 2A AB C5 7C =874
50376 B5 28 0E CD 92 C5 CD 59 =1077
50384 C5 2A AB C5 06 00 4E 37 =743
50392 C9 2A AC C5 ED 5B AA C5 =1307
50400 37 3F ED 52 7C B5 20 9B =937
50408 C9 2A AB C5 7C B5 C4 16 =1131
50416 C5 DB 21 0C C6 06 28 3E =764
50424 FF BE 28 13 22 AB C5 C5 =1100
50432 CD 1D C5 C1 DB 2A AB C5 =1247
50440 23 23 23 23 23 10 E9 21 =456
50448 00 00 22 AB C5 C9 CD 24 =841
50456 C5 04 59 C5 C9 CD 24 C5 =1334
50464 DC 59 C5 C9 CD 42 C5 2A =1317
50472 AB C5 23 7A 96 38 11 23 =780
50480 7B 96 38 0C 23 7E 92 38 =704
50488 07 23 7E 93 38 02 37 C9 =629
50496 3F C9 21 AC C5 7E E6 07 =997
50504 CB 3F CB 3F CB 3F 5F 23 =928
50512 7E CB 3F CB 3F CB 3F 57 =1011
50520 C9 0B 2A AB C5 23 46 23 =756
50528 4E 23 7E 90 3C 57 23 7E =691
50536 91 3C 5F 78 CB 2F CB 2F =920
```

```
50544 CB 2F C6 58 67 78 E6 07 =996
50552 0F 0F 0F 81 6F 42 C5 E5 =777
50560 43 7E EE 3F 77 23 10 F9 =913
50568 E1 01 20 00 09 C1 10 EE =714
50576 08 C9 3A 48 5C CB 3F CB =900
50584 3F CB 3F 0E 01 D3 FE EE =1047
50592 10 41 10 FE 0C 20 FA C9 =842
50600 00 00 08 08 08 08 00 1F =63
50608 00 0F 00 0F 00 1F 00 39 =118
50616 00 70 00 E0 00 40 00 00 =400
50624 00 00 00 00 00 00 00 00 =0
50632 00 00 00 00 00 00 00 00 =0
STOP
```

## Windas Demo

```
   2 REM # JOSEPH LYNASS 8/6/88
   6 REM I'M AVAILABLE FOR WORK!
   8 BORDER 0: CLS
  10 FOR i=USR " " TO USR " "-1 STEP 2: POKE i,0: POKE i+1,255: NEXT i
  20 FOR i=1 TO 22: PRINT "                                 ": NEXT i: REM pretty background
  30 DIM r$(6,24): REM replys
  40 FOR b=50700 TO 50724 STEP 5
  50 READ windno,topy,topx,boty,botx,r$(windno)
  60 POKE b,windno
  64 POKE b+1,topy: POKE b+2,topx
  74 POKE b+3,boty: POKE b+4,botx
  80 NEXT b
  90 REM data takes the form--window no,top print at co-ords,bottom print at co-ords,reply
 100 DATA 1,2,2,3,17,"Why Y8 of course!"
 110 DATA 2,5,16,6,30,"Why JOE LYNASS of course"
 120 DATA 3,9,4,9,24,"I think you need an ST!"
 130 DATA 4,12,2,13,11,"T'zer! (oo-err)"
 140 DATA 5,16,10,18,20,"Fooled you didn't I."
 150 DATA 255,0,0,0,0,"": REM terminator
 199 REM Print Options
 200 PRINT AT 2,2;"What is the best";AT 3,2;"mag'in the world"
 210 PRINT AT 5,16;"Who is the best";AT 6,16;"  programmer?  "
 220 PRINT AT 9,4;"How do I get a mouse?"
 230 PRINT AT 12,2;"WHO IS MY ";AT 13,2;"DREAM GIRL"
 240 PRINT AT 16,10;"This has to ";AT 17,10;" begin the ";AT 18,10;" MEGAGAME! "
 300 REM get selected window
 400 LET window=USR 50000
 410 IF window=255 THEN  STOP
 420 PRINT #0;"      ";r$(window): PAUSE 0: INPUT ;: GO TO 400
9999 LOAD ""CODE : RUN
```

## Hex Loader

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";start
   4 POKE USR "a",INT (start/256): POKE USR "a"+1,start-256*INT (start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a$
  60 IF LEN a$<>16 THEN  GO TO 1000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9") AND (a$(j)<"A" OR a$(j)>"F") THEN  LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9 THEN  LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTER BASIC LOADER."''"REMOVE EAR LEAD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO TO 20
```

# MEGATEXT 2

**by Wayne Ambrose**

Aeons ago, in a dusty edition of *Pitstop* there was a program called *Mega Text* by **Simon Hobbs**. It allowed you to print in all manner of weird'n'wonderful styles such as bold, curved, italic, skewered and so on. Now, here's **Wayne Ambrose** with an adaptation of that program to make it even more user-friendly and powerful (blimey!).

## Method

Using the hex loader (from *Windas*) type in the machine code and then save it with SAVE "name" CODE. Then enter the Basic program and save that with SAVE "name"LINE 10.

## Controls

There are two modes available — normal and large. Normal mode shows you all the keys and is for experimenting with styles. Large mode uses the same keys and is used for trying different sizes.

Using O and P will decrease and increase the style number (0-255). Press M and you'll be able to type in the style number. Q and A effect the height, stretching it taller or snapping it smaller.

And in this way you can mix styles and heights to find the most effective combinations y'know.

## Mega Text Code

```
64000 2A 4B 5C 7E FE 80 20 02 =751
64008 CF 01 FE 50 28 06 CD 88 =977
64016 19 EB 18 EF 23 4E 23 46 =741
64024 0B 23 E5 E5 7E CD 43 FA =1120
64032 3A 8A FB 3C 32 8A FB FE =1200
64040 20 20 0F AF 32 8A FB 3A =751
64048 88 FB 47 3A 8D FB 80 32 =1089
64056 88 FB E1 23 C1 78 B1 08 =1151
64064 CB 18 D7 2A 36 5C 11 08 =652
64072 00 47 19 10 FD 11 82 FB =763
64080 01 08 00 ED B0 3A 8C FB =871
64088 CB 2F DC BA FA CB 2F DC =1376
64096 D1 FA CB 2F DC DD FA CB =1603
64104 2F DC FA FA CB 2F DC 0A =1247
64112 FB CB 2F DC 1E FB CB 2F =1252
64120 DC 35 FB CB 2F DC 4B FB =1320
64128 3A 8A FB CB 27 CB 27 CB =1134
64136 27 4F 3A 88 FB CB 27 CB =1011
64144 27 CB 27 47 3E AF 90 47 =804
64152 CB AA 22 11 82 FB 06 08 =821
64160 C5 3A 8D FB 47 7C FE 59 =1185
64168 30 0C 1A 77 CD 62 FB 10 =775
64176 F4 13 C1 10 EB C9 E1 E1 =1358
64184 CF 04 21 82 FB CB 2E 23 =909
64192 CB 2E 23 CB 2E 23 23 23 =638
64200 CB 26 23 CB 26 23 CB 26 =793
64208 C9 21 82 FB 06 04 CB 2E =874
64216 23 23 10 FA C9 F5 06 08 =796
64224 21 82 FB 7E CB 2F B6 77 =1091
64232 23 10 F8 21 82 FB 06 07 =726
64240 23 7E 2B B6 77 23 10 F8 =804
64248 F1 C9 21 82 FB F5 06 08 =1115
64256 7E CB 2F B6 77 23 10 F8 =976
64264 F1 C9 F5 21 82 FB 06 04 =1111
64272 7E E6 AA 77 23 7E E6 58 =1127
64280 77 23 10 F4 F1 C9 21 82 =1019
64288 FB CB 26 23 CB 26 23 CB =1006
64296 26 23 23 23 CB 2E 23 CB =630
64304 2E 23 CB 2E C9 F5 21 82 =939
64312 FB 06 08 7E 4F 7E CB 27 =838
64320 77 79 CB 2F B6 77 23 10 =842
64328 F2 F1 C9 21 82 FB CB 26 =1339
64336 23 CB 26 23 CB 26 23 23 =622
64344 23 CB 26 23 CB 26 23 CB =790
64352 26 C9 E5 7C 0F 0F 0F E6 =867
64360 03 F6 58 67 3A 8D 5C 77 =850
64368 E1 24 7C E6 07 20 0A 7D =789
64376 C6 20 6F 3F 9F E6 F8 84 =1173
64384 67 C9 00 3E 67 6F 7B 73 =918
64392 3E 00 09 00 08 03 00 00 =82
STOP
```

## Mega Text Basic

```
   0 REM BY WAYNE AMBROSE
   5 LOAD "MEGA-CODE"CODE : BORDER 0: PAPER 0: INK 7: CLS
   7 LET d=2: LET HI=2: LET SI=0
  10 LET A=64000: REM START
  20 LET X=64394: LET Y=64395: REM X Y CO-ORDINATES
  30 LET S=64396: REM STYLE
  40 LET H=64397: REM HEIGHT
  45 PRINT #0;AT 1,2;"PRESS 'L' FOR LARGER MODE"
  50 POKE X,0: POKE Y,10: POKE S,4: POKE H,2
  70 LET P$="THE KEYS BELOW LET YOU CHOOSE   YOUR TEXT STYLE AND  HEIGHT..."
  80 INK 4: RANDOMIZE USR A
  90 POKE X,0: POKE Y,16: POKE S,4: POKE H,2
 100 LET P$="O-P CHOOSE  STYLE
             Q-A CHOOSE HEIGHT
             M- ENTER A NUMBER"
 110 INK 5: RANDOMIZE USR A: INK 7
 120 FOR F=1 TO 8: READ P,P$: INK 4: POKE X,14: POKE Y,F-1: POKE S,P: POKE H,1: RANDOMIZE USR A: NEXT F
 130 DATA 2,"FUZZY TEXT    2"
 140 DATA 4,"BOLD TEXT     4"
 150 DATA 8,"THICK TEXT    8"
 160 DATA 16,"FADED TEXT   16"
 170 DATA 1,"RIGHT SLANT   1"
 180 DATA 32,"LEFT SLANT   32"
 190 DATA 64,"DOUBLE IMAGE 64"
 200 DATA 128,"CURVED TEXT 128"
 210 POKE X,20: POKE Y,15: POKE S,SI: POKE H,HI
 220 LET P$="MEGA-TEXT"
 230 RANDOMIZE USR A
 240 IF INKEY$="a" AND hI<7 THEN  LET hI=hI+1: BEEP .005,20
 250 IF INKEY$="q" AND hI>1 THEN  LET hI=hI-1: PRINT AT hI+15,20;"         ": BEEP .005,20
 260 IF INKEY$="o" THEN  GO SUB 721
 270 IF INKEY$="p" THEN  GO SUB 710
 280 IF INKEY$="m" THEN  GO SUB 750: PRINT #0;AT 1,2;"PRESS 'L' FOR LARGER MODE"
 285 IF INKEY$="l" THEN  BEEP .008,4: GO SUB 530
 290 LET P$="STYLE = "
 300 LET P$=P$+STR$ SI
 310 POKE X,0: POKE Y,0: POKE S,8: POKE H,3: RANDOMIZE USR A
 315 IF sI<10 THEN  PRINT AT 0,9;" ";AT 1,9;" ";AT 2,9;" "
 317 IF sI<100 THEN  PRINT AT 0,10;" ";AT 1,10;" ";AT 2,10;" "
 320 LET P$="HEIGHT = "
 330 LET P$=P$+STR$ HI
 340 POKE X,0: POKE Y,4: POKE S,8: POKE H,3: RANDOMIZE USR A
 490 GO TO 210
 530 CLS : PRINT #0;AT 1,3;"PRESS 'N' FOR NORMAL MODE"
 540 POKE X,0: POKE Y,1: POKE S,SI: POKE H,HI: LET P$=" MEGA TEXT (use the same keys)": RANDOMIZE USR A
 550 PRINT #0;AT 0,0;"STYLE=";SI;" ";AT 0,23;"HEIGHT=";HI
 555 IF hI<10 THEN  PRINT #0;AT 0,31;" "
 560 IF INKEY$="a" AND hI<20 THEN  LET hI=hI+1
 570 IF INKEY$="q" AND hI>1 THEN  LET hI=hI-1: PRINT AT hI+1,0;"                                "
 580 IF INKEY$="o" THEN  GO SUB 721
 590 IF INKEY$="p" THEN  GO SUB 710:
 600 IF INKEY$="m" THEN  GO SUB 750: PRINT #0;AT 1,3;"PRESS 'N' FOR NORMAL MODE"
 610 IF INKEY$="n" THEN  BEEP .008,4: CLS : RESTORE : LET hI=7: GO TO 45
 615 PRINT #0;AT 0,10; PAPER 4; INK 6;"___________"
 620 IF sI=2 THEN  PRINT #0; INK 2;AT 0,11; OVER 1; PAPER 4;"FUZZY TEXT"
 630 IF sI=4 THEN  PRINT #0; INK 2;AT 0,11; PAPER 4; OVER 1;"BOLD  TEXT"
 640 IF sI=8 THEN  PRINT #0; INK 2;AT 0,11; PAPER 4; OVER 1;"THICK TEXT"
 650 IF sI=16 THEN  PRINT #0; INK 2;AT 0,11; PAPER 4; OVER 1;"FADED TEXT"
 660 IF sI=1 THEN  PRINT #0; INK 2;AT 0,10; PAPER 4; OVER 1;"RIGHT  SLANT"
 670 IF sI=32 THEN  PRINT #0; INK 2;AT 0,11; PAPER 4; OVER 1;"LEFT SLANT"
 680 IF sI=64 THEN  PRINT #0; INK 2;AT 0,10; PAPER 4; OVER 1;"DOUBLE IMAGE"
 690 IF sI=128 THEN  PRINT #0; INK 2;AT 0,10; PAPER 4; OVER 1;"CURVED  TEXT"
 700 GO TO 540
 710 IF sI=0 AND INKEY$="p" THEN  LET sI=1: BEEP .008,2: RETURN
 715 IF sI=1 AND INKEY$="p" THEN  LET sI=2: BEEP .008,2: RETURN
 716 IF sI=7 OR sI=6 OR sI=5 AND INKEY$="p" AND d=2 THEN  LET sI=8: BEEP .008,2: RETURN
 720 IF sI=2 OR sI=3 AND INKEY$="p" THEN  LET sI=4: BEEP .008,2: RETURN
 721 IF sI=4 AND INKEY$="o" THEN  LET sI=2: BEEP .008,2: RETURN
 722 IF sI=2 AND INKEY$="o" THEN  LET sI=1: BEEP .008,2: RETURN
 723 IF sI=0 OR sI=1 AND INKEY$="o" THEN  LET sI=0: BEEP .008,2: RETURN
 725 IF INKEY$="p" THEN  LET sI=sI+d*d AND sI<255: BEEP .008,2
 730 IF INKEY$="o" THEN  LET sI=sI-d*d AND sI>0: BEEP .008,2
 740 RETURN
 750 BEEP .008,2: INPUT "ENTER No. FOR STYLE (0-255) ";sI
 760 IF (sI/2)-INT (sI/2)=0 THEN  LET d=2: RETURN
 770 IF (sI/2)-INT (sI/2)<>0 THEN  LET d=1: RETURN
```

# FLOWCHARTER

**by Thurstan Felstead**

Rarely does a month go by without a manifestation of insanity appearing on these pages. And as per usual this month, it's **Monsignor Thurstan S. Coolman Felstead OBE** now with his loyal disciple and fellow fruitcake **François S.L. Dooby Esq** who have, in a double dose of dementia, written [collected roar of approvement] the *Flowchart Creator.*

## Flowing Charts

Just in case you were wondering, flowcharts are diagrams used to plan the operation of programs. Different types of operation are represented by different shaped boxes. A diamond is used for a question, a parallelogram for an input and so on. The idea is to keep the main stream of the program centralised and branch out sideways for sub-routines. ▶

They're not used so much these days — programmers sit down and Machine Code just spurts from their pores — but they still remain a valuable asset to a would-be programmer.

### Program

Firstly, type in the program and save it to tape. Afterwards load in your Basic program and then MERGE in the *Flowchart Creator*. Run it with GOTO 9824 and follow the on-screen prompts. The program will create a flow chart for your program.

### Flowchart Basic

```
9824 REM
9825 REM
9826 REM The Flowchart Creator
9827 REM
9828 REM Thurstan Felstead
9829 REM
9830 REM
9831 INK 0
9832 PAPER 6
9833 BORDER 6
9834 FLASH 0
9835 BRIGHT 0
9836 OVER 0
9837 INVERSE 0
9838 CLS
9839 LET p=0
9840 PRINT AT 10,0;"Dump flowcha
rt to printer? (y/n)"
9841 PLOT 0,103
9842 DRAW 255,0
9843 DRAW 0,-24
9844 DRAW -255,0
9845 DRAW 0,24
9846 LET k$=INKEY$
9850 CLS
9851 PRINT AT 8,1;"The Flowchart
 Creator."
9852 PRINT AT 9,1;"Version 1.0."
9853 PRINT AT 11,1; T.Felstead
 1988."
9854 PLOT 0,119
9855 DRAW 255,0
9856 DRAW 0,-48
9857 DRAW -255,0
9858 DRAW 0,48
9859 GO SUB 9938
9860 LET a=PEEK 23636
9861 LET a=a*256
9862 LET a=a+PEEK 23635
9863 LET c=0
9864 LET x=130
9865 LET y=175
9866 LET l=PEEK a
9867 LET l=l*256
9868 LET l=l+PEEK (a+1)
9869 LET a=a+4
9870 IF l>9823 THEN  GO TO 9928
9871 PRINT l;TAB 5;CHR$ PEEK a
9872 LET c=c+2
9873 PRINT
9874 PLOT x,y
9875 LET b=PEEK a
9876 IF b=226 OR b=234 OR b=242
OR b=254 THEN  GO TO 9894
9877 IF b>227 AND b<231 OR b=232
 OR b=235 OR b=241 OR b=247 OR b
=249 OR b=253 THEN  GO TO 9896
9878 IF b=243 OR b=250 THEN  GO
TO 9898
9879 IF b=236 OR b=237 THEN  GO
TO 9910
9880 GO SUB 9956
9881 LET y=y-8
9882 IF b=226 OR b=236 OR b=237
OR b=254 THEN  GO TO 9884
9883 GO SUB 9962
9884 LET y=y-8
9885 LET b=PEEK a
9886 IF b=14 THEN  LET a=a+4
9887 IF b=13 THEN  GO TO 9891
9888 IF b=58 THEN  GO TO 9922
9889 LET a=a+1
9890 GO TO 9885
9891 IF c=22 THEN  GO TO 9928
9892 LET a=a+1
9893 GO TO 9866
9894 GO SUB 9968
9895 GO TO 9881
9896 GO SUB 9974
9897 GO TO 9881
9898 GO SUB 9980
9899 IF b=243 THEN  GO TO 9909
9900 LET a=a+1
9901 LET f=PEEK a
9902 IF f=14 THEN  LET a=a+4
9903 IF NOT f=203 THEN  GO TO 99
00
9904 LET a=a+1
9905 LET f=PEEK a
9906 PRINT AT c-2,19;CHR$ f
9907 PRINT
9908 IF f=236 OR f=237 THEN  GO
TO 9911
9909 GO TO 9881
9910 GO SUB 9991
9911 LET a=a+1
9912 LET f=PEEK a
9913 IF NOT f=14 THEN  GO TO 991
1
9914 LET a=a+3
9915 LET g=PEEK (a+1)
9916 LET g=g*256
9917 LET g=g+PEEK (a)
9918 PRINT AT c-2,26;g
9919 PRINT
9920 IF b=237 THEN  LET y=y-8: G
O SUB 9962: GO TO 9882
9921 GO TO 9881
9922 IF c=22 THEN  GO TO 9928
9923 LET a=a+1
9924 PRINT ":";TAB 5;CHR$ PEEK a
9925 PRINT
9926 LET c=c+2
9927 GO TO 9874
9928 GO SUB 9938
9929 LET d=0
9930 LET e=22
9931 LET c=0
9932 LET x=130
9933 LET y=175
9934 IF PEEK a=58 THEN  GO TO 99
23
9935 IF l>9823 THEN  GO TO 9945
9936 LET a=a+1
9937 GO TO 9866
9938 PRINT #0;AT 1,1;"Press any
key to continue."
9939 PAUSE 0

9941 CLS
9942 RETURN
9943 COPY
9944 RETURN
9945 LET le=(PEEK 23627+256*PEEK
 23628-PEEK 23635-256*PEEK 23636
)/1024
9946 LET sp=(PEEK 23730+256*PEEK
 23731-PEEK 23653-256*PEEK 23654
)/1024
9947 PRINT AT 8,1;"Program lengt
h: ";INT le-3;"K."
9948 PRINT AT 10,1;"Spare memory
: ";INT sp+3;"K."
9949 PLOT 0,119
9950 DRAW 255,0
9951 DRAW 0,-40
9952 DRAW -255,0
9953 DRAW 0,40
9954 GO SUB 9938
9955 STOP
9956 DRAW 16,0
9957 DRAW -4,-8
9958 DRAW -20,0
9959 DRAW 4,8
9960 DRAW 12,0
9961 RETURN
9962 PLOT x,y
9963 DRAW 0,-7
9964 DRAW 4,4
9965 DRAW -4,-4
9966 DRAW -4,4
9967 RETURN
9968 DRAW 12,0
9969 DRAW 4,-8,-PI
9970 DRAW -26,0
9971 DRAW -4,8,-PI
9972 DRAW 16,0
9973 RETURN
9974 DRAW 16,0
9975 DRAW 0,-8
9976 DRAW -32,0
9977 DRAW 0,8
9978 DRAW 16,0
9979 RETURN
9980 DRAW 8,-4
9981 DRAW 8,0
9982 DRAW -4,4
9983 DRAW 4,-4
9984 DRAW -4,-4
9985 DRAW 4,4
9986 DRAW -8,0
9987 DRAW -8,-4
9988 DRAW -8,4
9989 DRAW 8,4
9990 RETURN
9991 CIRCLE x,y-4,4
9992 PLOT x+4,y-4
9993 DRAW 64,0
9994 DRAW -4,4
9995 DRAW 4,-4
9996 DRAW -4,-4
9997 PLOT x,y
9998 RETURN
9999 SAVE "flow"
```

# DATABANKER

**by Tom Baker**

**Tom Baker** hmmmmm, that's a familiar name. Doctor Who? Naaahhh. *Fastape* routine printed in the October 1987 issue? Yeahhhh! I remember now, Tom's routine was the best of the fast loaders we received. Well, Tom's come up tops again with his incredibly (and at the same time, very concise), valuable program to create data statements and lines of your own code.

This program is of value to anyone who has a huge chunk of code in memory and can't be bothered to put it into data statements. So here's Tom's program to do all that for you. Wowsers!

### Method

To get this working, simply type in the listing and save it with SAVE "databanker" LINE 10 and you're all set, (goooooo!).

### Banking

Right, to get you lot out there to learn how to work this bijou prog, we shall go through an (imaginary) working example. Sitting comfortably? Then I shall begin.

You have some code at 60000 which is 120 bytes long and you want to put it into data statements. Do you:

a) Scream, shout and pull your hair out — you can't stand DATA?

b) Use Tom Baker's *Data Banker* program?

c) Go "yibble, yibble" — you've had enough of machine code?

The correct answer is, of course, 'b'. Now edit line 50 of the program. It will look like this:

50 LET f=0: LET addr=0: LET len=60

Change the line so that it reads:

50 LET f=0: LET addr=60000: LET len=120

Easy innit (peeps)? Now RUN the routine and data lines will appear at lines 8995 onwards in this format:

DATA "(*address), no. of bytes of line (max=4), data bytes separated by spaces, checksum"

The program itself is in two sections. The first section (10-220) is the part which assembles the code into DATA, and the second part (1000+) reads the data and makes sense of it. Geddit? Good, now no complaints.

### Basic Program

Here it is, quite short for what it does, and I'm quite surprised that Tom used Basic intead of machine code, but there you are.

```
   0>REM   TBS, 1986 BY TOM BA
KER

  10 GO TO 50
  20 LET P1=INT (N/256): LET P2=
N-(P1*256): POKE ADR,P2: POKE AD
R+1,P1: RETURN
  30 LET VA=VA-1: IF PEEK VA<>13
 THEN  GO TO 30
  40 RETURN
  50 LET F=0: LET ADDR=0: LET LE
N=60
  60 RESTORE : DATA 1,0,0,33,0,0
,195,85,22: FOR A=65527 TO 65535
: READ B: POKE A,B: NEXT A
  70 LET A$=" DATA """: IF F=0 T
HEN  LET A$=" DATA ""*"+STR$ ADD
R+","
  80 LET F=F+1: LET B=40: IF LEN
<41 THEN  LET B=LEN
  90 LET B$=STR$ B+",": IF B<10
THEN  LET B$="0"+B$
 100 LET A$=A$+B$
 110 LET C=0: FOR A=1 TO B: LET
N=PEEK ADDR: LET ADDR=ADDR+1: LE
T C=C+N: LET A$=A$+STR$ N: IF A<
>B THEN  LET A$=A$+" "
 120 NEXT A: LET A$=A$+","+STR$
C+""""+CHR$ 13
 130 LET VA=PEEK 23627+PEEK 2362
8*256
 140 GO SUB 30: GO SUB 30: GO SU
B 30
 150 LET NL=VA+1
 160 LET VA=VA-1: IF PEEK (VA-1)
<>13 THEN  GO TO 160
 170 LET OL=(PEEK VA*256+PEEK (V
A+1))+5
 180 LET ADR=0: LET N=OL: GO SUB
 20: LET C$=CHR$ P1+CHR$ P2: LET
 ADR=0: LET N=LEN A$: GO SUB 20:
 LET A$=C$+CHR$ P2+CHR$ P1+A$
 190 LET N=LEN A$: LET ADR=65528
: GO SUB 20: LET N=NL: LET ADR=6
5531: GO SUB 20: LET US=USR 6552
7
 200 FOR A=1 TO LEN A$: POKE NL,
CODE A$(A): LET NL=NL+1: NEXT A
 210 PRINT AT 0,0;"..............
......................";AT 0,0;"LIN
E ";OL;" COMPLETED": LET LEN=LEN
-40: IF LEN>0 THEN  GO TO 70
 220 STOP
1000 LET LINE=9000: RESTORE LINE
1010 READ A$
1015 IF A$(1)<>"*" THEN  GO TO 1
050

1020 LET B$="": LET A=2
1030 LET B$=B$+A$(A): LET A=A+1:
 IF A$(A)<>"," THEN  GO TO 1030
1040 LET AD=VAL B$: LET A$=A$(A+
1 TO )
1050 LET C=0: LET A=4: FOR L=1 T
O VAL A$( TO 2)
1060 LET B$=""
1070 LET B$=B$+A$(A): LET A=A+1:
 IF A$(A)<>" " AND A$(A)<>"," TH
EN  GO TO 1070
1080 LET A=A+1: POKE AD,VAL B$:
LET C=C+VAL B$: LET AD=AD+1: NEX
T L
1090 IF C<>VAL A$(A TO ) THEN  C
LS : BEEP 1,10: PRINT AT 0,0; IN
K 9;"DATA ERROR WITHIN LINE ";LI
NE;".....PLEASE CORRECT": STOP
1100 LET LINE=LINE+5: READ A$: I
F A$(1)<>":" THEN  GO TO 1015
1110 STOP
8995 REM --START OF DATA--
9999 DATA ":END OF DATA:"
```

### BYEE!

Right, that's all we've got time for this month. Keep your bazzy routines a 'rollin' in to me, David McCandless, Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE. And remember, the best one printed wins a £50 cash prize. Coo!

## HARDWARE



■ Will swop my Spectrum +2, mono TV, Amstrad hi-fi, joystick, video game system, £100 worth of software and books/mags for a Commodore 64, joystick, and software if possible. Phone Graeme on Mansfield 811875.
■ Spectrum+, colour monitor, microdrive, Interface I & II, light pen, sound amplifier, data recorder, extension cable, joystick, two starter packs. Excellent condition, £250 o.n.o. Tel Awsworth 326013 after 5.30pm.
■ One Zx microdrive for sale, £20 o.n.o. No leads or Interface included. Phone Jamie on (0579) 45311 or write to Jamie Dowdall, 27 Gourgates, Menheniot, Liskeard, Cornwall.
■ I will give 10 original games worth about £70 for a RAM music machine or a printer plus paper. Write to me with an offer. John Galvin, 17 Beechlawn, Clomard, Wexford, Ireland.
■ 128K Speccy +2 for sale, two joysticks, a few mags, and £350 of software (originals). Worth £516, sell for £250 only. Excellent condition. Phone James after 4.15pm (0480) 411568.
■ Spectrum +48K, £800 of software, data recorder, mags, bargain at £100. Phone Vimal Piparia on (01) 470 5436.
■ 48K Spectrum with Kempston Pro-joystick, Interface, top quality cassette recorder, software and Quickshot II joystick. All for £80 o.n.o. If interested phone Sean on (01) 889 7735 after 5pm.
■ Wanted. Microdrive and a few carts. Will swop for a broken 48K+ and a few games (it must have a transfer program). Phone Paul on (01) 366 1036 after 4pm.
■ Spectrum+ for sale with Quickshot 2 Turbo and Kempston Interface. Also includes a tape recorder. Worth over £150, will sell for £80 o.n.o. Phone Paul on (021) 445 5663.
■ Games Ace and Crackshot joystick for cash only. Will split. Also Lightpen (Datel). All open for offers. Write to, S.C. Hague, Auburn Farm, Park Green, Littlethorpe, Ripon, N. Yorks.
■ 48K Spectrum, Quickshot II joystick, Interface, Currah Speech, Timex Printer, lots of software. £100 o.n.o. Phone Steve/Paul on (01) 595 4022.
■ Spectrum +3 and joystick, £190 of software, 18 mags, cassette recorder and leads, three blank disks and one software disk still boxed, only six months old, with cartridges. Cost over £80, sell for £50 o.n.o. If interested phone Arry on (0634) 686662. Evenings.
■ Spectrum 48K with five books, two manuals, 100+ games, and data recorder, £80. Tel Andrew after 6pm on Lincoln 793 640.
■ For sale: Interface, microdrive and cartridges with games in vgc. Genuine reason for sale. Only £30 o.n.o. Phone Paul (0293) 27959. Thank you.
■ Spectrum 48K Dk'tronics keyboard, light pen, Kempston joystick, Interface, Specdrum, speech synthesiser, light rifle, dedicated computer cassette recorder and over £2,000 of software. All v.g.c. £375. Phone Mr Taylor (01) 572 5594. Evenings/weekends.
■ Spectrum +3, joystick, tapes, disks. Unwanted Christmas gift. Phone (01) 486 2851 weekdays. Michael £175 o.n.o.
■ Snapshot II, Alphacom 32 with roll utilities and books. Both in excellent condition. Can post. Offers please. Ricky, 26 Fairfield Place, Evesham, Worcs, WR11 6HE.
■ 48K Spectrum, Pro. Keyboard, perfect working order, leads, two joysticks, two interfaces, books, inc. *Complete Spectrum, Basic Manual*, lots of software. Bargain £40. Phone Daniel on (01) 958 9709 before 10pm.
■ Spectrum +2 for sale, loadsa mags, joystick, over 100 games incl. new releases. All for £150 o.n.o. Ring (06234) 815778 ask for Jason. Also for sale Sega Master System. Boxed.
■ Spectrum +2 Cheetah 125+ joystick, games £100. Guarantee 11 months. 70 column serial printer, paper £30. The lot £120. Tel (0689) 55444.
■ Atari 2600, game console, plus 10 cartridges for sale. £50 o.n.o. Mr Anthony, 9 Emanuel House, 18 Rochester Row, London.

## SOFTWARE



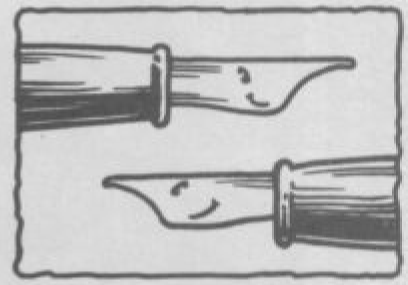
■ Hello, Dutch Speccy 48K owner wants to swop games, old and new. Have games such as *Magnificent 7, Green Beret* and lots of Ultimate titles. Write to Tobi Kars, Kazernecaan 7, Weekt, Holland, 6006LV.
■ Wanted *Patch* or *Press* for use with the *Quill* or any adventure games. Will swop for latest software. Phone Ray after 6pm (0553) 774426.
■ Wanted — new stuff. Plenty to exchange with. Send your latest list to Andy Jack, 34b Holt Street, Higher Ince, Wigan, Lancashire WN1 3HN.
■ Hey, do you want to swop software for the Spectrum 48K? Write to Rund Schneiders, Marchierstraat 22, Wijlre, Holland, 6321 AL. All letters answered.
■ Wanted, *Predator, Ikari Warriors* or *Action Force II*. One of yours for two of mine — I have *Renegade, Road Runner, Dizzy, Mario Bros +2* and *Kickboxing*. Originals only. Phone (0792) 205266.
■ I will swop my *Mask I* or *Mask II* or *Through The Trap Door* or *Wonderboy* or *Garfield* for *Terramex*. Dom Kearney, 88 Strathdon Drive, Aboyne Estate, Tooting, London SW17. Phone (01) 946 2520.
■ I will swop *Red Arrows, Living Daylights* or *Uchimata* for *Action Force II, Karnov* or *Shockway Rider* — one for one. Steven Barton, 33 Lapwing Road, Isle of Grain, Rochester, Kent, ME3 DEB.
■ Wanted — PBM enthusiasts to playtest eight games. Cost 10p per turn/per game. Start-up in all games £3.00. Send s.a.e. to Priory Games, 16 Lyndhurst Terrace, Dundee DO2 3HP
■ Games to swop? I've got *Target Renegade, Cybernoid* and more. I'd like *Garfield, Driller* and other good games. Write to Nick Pooley, 43 Bradfield Road, North Walsham, Norfolk NR2 80HF.




**It's the two spookiest pages in *YS* which'll make you wibblier than a Chivers jelly when you see all the bargains in store for you.**

■ Wanted — *Footballer Of The Year* and *Match Day*. Both must be originals. Swop for *Combat School* and *Sidewize*. Both games only two months old. Lee Jordan, 58 Queensway, Dene Estate, Winsford, Cheshire CW7 1BJ.
■ I've got *Rastan, 720°* and loads more. I want *3-D Game Maker* and *Arcade Creator*. Write to Austin Moore, 22 Longfield Rd. Eglington, Co Londonderry, N. Ireland BT47 3PY.
■ Want to swop games? I've got all the recent ones. Write to Manoj Ranchardas, R. Sacadura Cabral, Lt 23 1-A, s. Joas do Estoril, Portugal.
■ Do you want to swop recent games? If so then write to William Blanes, Av. Dom Carlos 1, N.12 1-Andar, CASCAIS, Portugal 2750.
■ Games to swop. Over 1000 titles including most newies. All letters answered anywhere in the world. Jorge Felizardo, Av. Portugal no. 13 Estoril, Portugal 2765.
■ If you'd like to swop games with someone write to Jim Daskaleas — I have over 1200 games. 38 Goura Street, Neapolis, Pireus, Greece 18452. All letters will be answered.
■ Swop *GAC* and *OutRun* for *Gunship* and *Gary Lineker's Football*. Also *Pazazz* for *Rastan*. Phone Nigel on Sandown 402527.
■ I have over 700 games to swop. Send your list for mine. Write to Andrew Jaye, 16 Trinity Ave, Gorleston, Gt Yarmouth, Norfolk, NR31 7DD.
■ Want the *Professional Adventure Writer* with all manuals? Will swop for the *Pawn* and *Eureka* (originals only please). Phone (0604) 403002 after 4pm and ask for Trev.
■ Games to swop include *Dan Dare, PAW, Gryzor, Uridium, Dandy, Arkanoid*, and many more. Phone David on (0630) 3750 between 5.00 and 7.00pm.
■ I want *The Double*. Will swop for *Footie Manager II* or *Boxing Manager*. Write to B. Nixon, Cross Keys, Moor Lane, Preston, PR1 1JP.
■ *Bionic Commando, Target Renegade, Cybernoid* and loads of other arcade and strategy games to swop. Also wanted 128 games. Please write to Peter Regan, 1 Redcraig Place, Mundole, Forress, Murrayshire, IV38 0JR.
■ Wanted *Buggy Boy, Football Director II*. Will swop *Predator* for either. Ewan Mitchell, 16 Garvock Hill, Dunfermline, Fife KY12 7UU.

## PEN PALS



■ Looking for an extremely tasty female who has a 48K. Please send photo when you write to me. Age 12-13. Tony Kitchen, 241 Mawney Rd, Romford, Essex.
■ 14 year-old boy seeks female with Spectrum, pref same age. Interests are music, movies, football, planes and athletics. All letters answered. Anthony Cole, 29 Albany Rd, Chislehurst, Kent.
■ Lonely 18 year-old male +3 owner seeks female penpal. All letters answered. Write to: Jason Tompkins, 231 Fratton Road, Portsmouth.
■ 17 year-old male seeks female penpal 16-18 Speccy owner. Also likes Madonna, U2, Pet Shop Boys and most pop music. Please send a photo if poss. Write to: Colin Tyrer, 23 Malew St., Castletown, Isle Of Man.
■ 24 year-old male +3 and 48K owner would like to hear from anyone over 18, local and interested in computing. All letters answered. Write to Steven Miles, 6 Queens Park, Wadebridge, Cornwall.
■ 17 year-old male seeks same aged female. My hobbies are computers, windsurfing, watching movies. Send photo if possible. All letters answered. Write to, Vincent Nicoll, 92 Ellengowan Drive, Dundee, Tayside, Scotland.
■ Wanted by 19 year-old male. Pen pal male/female. Interests include music (loud), computers (Speccies), Sport (Goal), TV (Neighbours). Anything red/black (0o-er). Go on be a devil! Write to, Tony Farrell, 2 Anson House, Melbourne Street, Plymouth.
■ Lonely 14 year-old male seeks female penpal. My interests are music, sport, computers and video. Please send photo. Write to: Barate Ranchordas, R. Sacadura Cabral, Lt 18 2-Esq, Estoril, Portugal.
■ Spectrum +2 owner would like to write to other Spectrum owners. Please contact Trevor, 40 Darwin Rd, Tilbury, Essex. Would prefer over 18's as I am over 20.
■ Wanted urgently, penpal to swop games, over 600 games to swop, 16+. Contact Craig Eades, 23 Kilton Place, Pitsmoor, Sheffield.
■ 17 year-old male. Six foot four and quite handsome, looking for female about the same age. Interests, badminton, weight training and computers. Please send a photo of yourself. Contact Carl Paul Rice, 44 Malthouse Lane, Earlswood, Solihull.
■ 20 year-old male seeks pen pal for exchange of POKEs, ideas, tips and software. All letters answered. Write to Nilesh, P.O. Box 458, Vellore 632004, India.
■ Hey!! A-hem, now that I have your attention, how about writing to a 17yr old cool guy from Italy? I own a 48K rubber speccy, some software, two penpals and I want to increase both! So if you can afford a stamp, write to me. I'll be waiting!! Mauro Consolo, Via Flaminia Nuova 260 — 00191 Rome, Italy.
■ Glasgow boy aged 18 who would like to write to me, same age (18). I love chart music, going out, talking. Please enclose photos and get writing now! Lorraine Paton, 28 Cumberland Ave, Cadishjead, Manchester.
■ Interested in a pen pal? If so send 20p plus a s.a.e. for list. State age, hobbies and musical interests. Write to Derek, 38 Glebe Road, Beith, Ayrshire, Scotland.

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# INPUT·OUTPUT

## WANTED




■ Wanted, *Transformers* and *Challenge Of The Gobots*. Will swop for *Road Runner* or Ocean's *Screen Heroes* or *Donkey Kong*. Tel (061) 796 8821 anytime after mid-day.
■ Wanted, Spectrum +3 in good condition. Will pay up to £140 with software. Write to C. Browne, 16 Circular Rd West, Holywood, Co. Down, N. Ireland
■ Microdrives wanted! Already have Interface one, but need more drives. Will pay. Negotiable £10 per drive and £1 per cart. Phone Richard after 5pm on (0707) 339308.
■ Wanted, *Wonderboy, Pitfall II, Karnov, Tai-Pan* and *Cybernoid*. Have *T. Renegade, I. Warriors, Game Over, Renegade, Athena, Flying Shark* and *B. Bobble*. Contact Ben Thiele, 198 Pixmore Way, Letchworth, Herts.
■ Wanted, 31" by 10" skateboard with metal trucks and rubber wheels in good nick. Swop for games (send s.a.e. for list). Write to Martin Robertson, 'The Pines', Quarter by Hamilton, ML3 8RU.
■ Wanted! Any games for a new Spectrum 48K owner. Would like to buy in bulk to start a collection. Contact Paul Harris, 35a Parons Mead, Abingdon, Oxon or phone (0235) 26785.
■ Will swop *Gunship* 128K & *Wizball* for *Bubble Bobble* and *Sophistry* for *Vulcan*. Write to Oliver Batliss, 9 The Berkelets, The Mount, Leatherhead.
■ Wanted, *Animator I* and/or *Arcade Creator*. Will swop my *3D Game Maker* (no instructions) and *Olli & Lissa*. Must be originals and must have instructions. Contact Craig Gilbert, 20 Stirling Way, Frome, Somerset.
■ Badges wanted — any shape, size, colour, or design. Good prices paid. Send details to James Hughes, 14 Ayton Close, Stocksfield, Northumberland. Guaranteed reply.
■ Help! I've just acquired a Speccy 128K (not the useless +2) and haven't got the user's manual. Can you help me? If so phone (0705) 750791 after 6pm. Cheers!
■ Wanted Snapshot II or Lightpen and Interface, in exchange for *Armageddon Man, Monopoly* and *Trivial Pursuit*. Phone (091) 414 1652 after 5pm.
■ Wanted, 128 music box and 128/+2 ROM disassembly book, both produced by Melbourne House. Will pay up to £10 for each, depending on condition. Write to Paul Kay, 95 Penton Drive, Cheshunt, Herts.
■ Wanted, Microdrive or Multiface. If you have any of the above get them swopped for four of the best games each. Please write to Gary Lenton, 39 Sterland St, Brampton, Chesterfield.
■ Wanted, *Arkanoid II* or *Cybernoid*. Will swop for *Jack The Nipper II* and *Avenger* or *Mask* and *Ramparts*. Write to Richard Delaney, 2 Keld Head, Cotts, Pickering, N. Yorks.
■ Lonely Spectrum 48K seeks power pack, TV and cassette leads, manuals, preferably in original box. All in good condition. Will pay cash. Telephone Kevin on (0475) 704483.
■ Wanted, *OutRun, Crazy Cars* and *Wonderboy*. Will swop for *720°, Predator* and *Garfield*. One for one. Phone John (0506) 55594.
■ I want to buy your original *Football* and *Cricket Manager* games. Send your list with price to P. Phillips, 29 Ormestone House, Hartcliffe, Bristol (inc. home grown software).
■ Wanted, *Fury*. Swop for *Night Shade, Scooby Doo, 1942, Duet, JSW2, Sacred Armour Of Antiriad, Fighting Warrior, Split Personality*. All of them for *Fury*. Phone (0646) 73675 between 6-7pm.
■ Will swop *Jack The Nipper* for either *Saboteur II, Gauntlet, Fist II, Living Daylights, Marble Madness, Paperboy, Saboteur, Thanatos, Bluemax, Daley Thompson's Super Test* or *Winter Games*. Ring (0278) 691453. Ask for Steve.
■ Offers wanted for Manchester United autographed football. 1985 team. Andrew Ashworth, 34 Leander Drive, Castleton, Rochdale.
■ Wanted, Multiface 1 or 128. MUST be in very good condition. For *We Are The Champs, A.T.F., All Stars, F. Bruno's Boxing, J. Blade, Fruit Machine Sim, Fishing*, cover games and mags. Worth £54.64!! Call Jonathan on (094) 585540.
■ Very urgently wanted *PAW*. Will pay £14 plus 13 originals all quite recent. First offer secures. Phone (0323) 765872. Please hurry!!
■ Wanted, The Manuals (originals or clear photocopies) for *PAW, Vulcan* and *GAC*. Three games for every manual or 10 games for all three, you choose the games from 186. I will send you the catalogue. Write to Tassos Pavlakos, Glisti 40, Neos Kosmos, Athens, 11744, Greece.
■ Wanted, *Platoon, Cybernoid, Combat School, 10 Great Games II, Target Renegade, Revenge Of Doh*. I have *720°, OutRun, Match Day II, Bobby Bearing, Driller, Solid Gold* and more. Phone Alex (0536) 522595.
■ Wanted: PBM guinea pigs to test new adventure war game to last 10 weeks at 30p a week. First week costs 50p. Send s.a.e. to 61 Fernhill Close, Melton, Suffolk.

## MESSAGES AND EVENTS



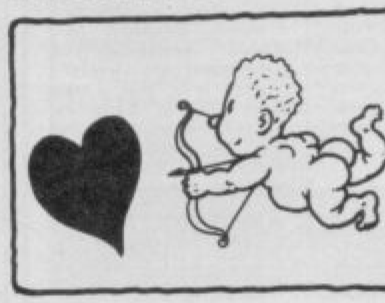

■ Written a game? Send a copy to us. We will review it and send it back to you, saying whether it's worth publishing. Please include 18p p&p. Send to C. Gilbert, 20 Stirling Way, Frome, Somerset.
■ Got troubles with *Football Frenzy*. Be troubled no more, send s.a.e. and 25p for a full solution to T. Smith, 28 Elnup Avenue, Shevington, Nr. Wigan.
■ 125 Multiface 1 POKEs. Send only 80p & s.a.e. to Andrew Williams, 27 Osney Rd, Maidenhead, Berks. Also free *Grand Prix Simulator* game with first order received.
■ Football sim's. Have lot of F/B Sim's, want more, can you help? Send list. *FD II* wanted for five original games. Jeff, 26 Harry Price House, Hartlebury Rd, Oldbury, Warley.
■ Free membership to an amazing Spectrum Club. Don't miss your chance to join. Send s.a.e. to S.C. (*YS*), D. Hadfield, 8 Brookside Close, Godley, Hyde, Cheshire.
■ 'Layout' computer club. Advantages: Free compos, monthly news letter (POKEs, tips, etc.) classified, penpal plus much more, s.a.e. For details to 'Layout' 19 St Catherines Crescent, Bramley, Leeds LS13 2JU.
■ For Sale: *Your Sinclair* Issues 1-30 inc. free tapes, missing Jan '87. Face Value: £31.40. Anyone interested? Phone (01) 607 2964 after 5pm ask for Colin. Also other magazines for sale.
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■ A new fanzine is about to start so I require hints, tips, POKEs and maps. Matt Gore, 67 Eversley Avenue, Barnehurst, Kent.
■ Current issue of *Syncro Spec* is out now. Includes game reviews on all the latest hits. Send 30p and an sae to Syncro Spec, Stable Cott, Winterslow Nr Salisbury, Wilts SP5 1RP.

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■ 12 year-old male needs an attractive girl of the same age. Could you send a photo if possible? If interested, write to Kenneth Watt, 39 Campbell Crescent, Kingussie, Invernesshire.
■ 13 year-old wimp seeks beautiful lonely female (same age), who likes fast cars, music and reading. Please enclose photo when writing to Phillip Watt, 34 Charles Crescent, Carluke, Lanarkshire, Scotland.

## ANSWERS

### HOW MANY?

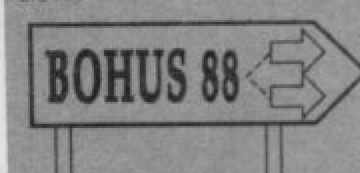
Kristian has three games (just one of each!)

### ROPE TRICK

No more rungs will be covered since the rope ladder is attached to the boat and this will rise with the tide!

### WHICH WAY

And here's what the naughty Scouts did . . .

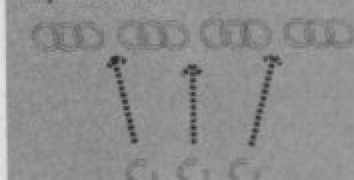



### IT'S ALL RELATIVE

The hunting party consisted of a Grandfather, Father and Son, so solving the problem.

### CHAIN MAIL

The chain can be fixed by opening only three links. Like so:



### FARMER PHIL'S BLACK SHEEP

The two sheep were facing each other (now you're kicking yourself, ain't ya!)

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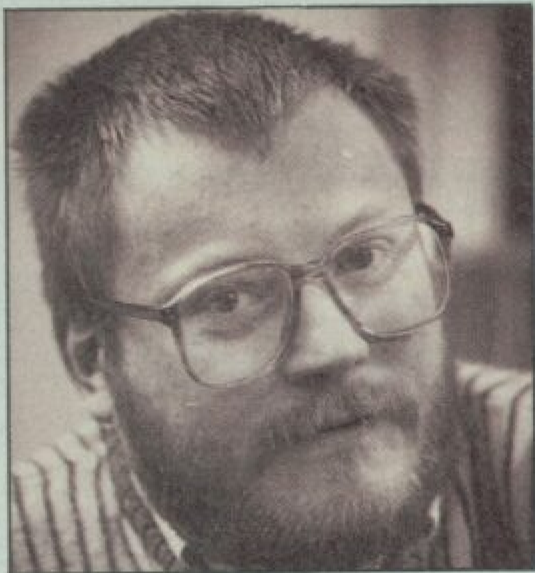
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# Only Kidding

Mama Mia! *Graeme Kidd* goes Italian with Ocean's software supremo, Gary Bracey.



Gary Bracey is a busy man. A very busy man. As Software Manager for Ocean, he controls a team of 30 in-house programmers, artists and musicians, and a heavy weight of responsibility lies on his shoulders. Ocean is firmly into the licence business, as you might have noticed, and licences are expensive. Deadlines have to be met, and Gary Bracey is the man who oversees development, evaluates new projects and makes sure that everything comes together in time. Oh, and he also appears in numerous ridiculous press photos!

In the run-up to Christmas, he often works through the night *(Aaaar! Ed)* — perhaps staying at the tape duplicators until three in the morning, working with the programmers putting protection onto a master, or maybe tearing down the motorway on an urgent mission.

'The pressure is tremendous and the responsibility is incredible,' Gary agrees. 'There are always headaches, ulcers and heart attacks in this job. You're confronted with deadlines and have to meet them — there's an awful lot of money involved. I'm constantly waking up in the middle of the night.' Mr Bracey is a man who must thrive on pressure — the line about heart attacks is delivered with a wry smile, and is clearly not serious. Most of the Ocean team are members of a gym, a few blocks away from their Manchester HQ and lunchtime squash or swimming provides an outlet. 'We work out some of the aggression in the health club' says Gary. He's not another Schwarzenegger, but keeping physically fit helps him cope.

Not that physically fit, mind you. We go to a trattoria round the corner, where they produce a mean pizza. Gary orders the speciality of the house, and as he tucks into his cholesterol-high Deep Baked Mushrooms, he smiles when I remind him of *Knight Rider*...

## 'There are always headaches, ulcers and heart attacks in this job!'

The days of *Knight Rider, Miami Vice* and *Street Hawk* are firmly over. 'We admit that they marked a turning point,' Gary explains. 'In those days we had a small in-house team, and games were produced by freelancers. We lost control. Ocean learnt its lesson the hard way, and though we didn't like talking about *Knight Rider* much at the time, we now recognise what went wrong and admit our mistakes — we lost credibility, but have scrabbled our way back up again. Nowadays, with the in-house team, we oversee progress and development on a day-to-day basis.'

Morale is high at Ocean — the company was voted 'Best Software House' in several magazine polls last year, and the quality of releases has improved dramatically over the past 18 months, with licences like *Platoon*. What is Gary's reward for the intense pressure of work? 'The rewards are there; we can now hold our heads up high... it's tremendous. I know it sounds corny, but Ocean is like a family — it's true — there's a very low staff turnover, and much of my social life is spent with other people from Ocean, having meals or going to the movies together. The way we work, each person from a different sphere pitches in, we're all quite flexible and help each other out.' So Gary gets involved in the PR side of the business from time to time, and wines and dines the odd distributor by way of light relief from running the development team...

## 'It's humungous!'

My modest deep pan pizza arrives, and then the waiter staggers back with the House Speciality for Gary. It's humungous — the pizza I mean.

Back to Ocean. Licences are its speciality, but has it decided to avoid 'original' products? 'Well we've lost Jon Ritman to the arcade machines, but we're still in touch with the Dentons. We're not excluding original stuff, and actively encourage submissions, but an original game has got to be really good for us to take it on. It's difficult trying to sell a product without creating a profile for it, and licences have a very high profile. We try to use our creative resources and produce games to a specific theme — if you like, we're creating original games to go with licences.'

Quite a host of goodies are lined up for release between now and Christmas. On the coin-op front there's *WEC Le Mans, Dragon Ninja, Operation Wolf, Victory Road* and *Guerilla War*. 'The days of *Athena* and *Legend Of Kage* have gone, it's only high profile stuff now,' Gary explains. Away from the arcades, there's the new Daley Thompson game, (featuring a screen-high digitised Daley on the 16-bit versions), and a game based on the TV show *Run The Gauntlet*. While from the cinema look out for *Robocop, Red Heat* and *The Untouchables*.

The Spectrum plays a major part in the selection of licences. 'Every licence opportunity presented to us is evaluated as to how we could interpret it on computer — 16-bit machines present no problems as to game design, but because of the amount of money involved it's not viable to market a game on the ST and Amiga only. So we look at the lowest common denominator, and graphically, that's the Spectrum — we only take on licences that we can implement successfully on the Spectrum.'

But where do the ideas for possible licences come from? Ocean is packed with film buffs — including Gary — and they make suggestions for possible licence opportunities. Then John Woods keeps his ear to the ground and a finger in the trade that deals with licensing opportunities. But Ocean's track record of successful, highly competent games has built up to the point where people with a licence for sale approach Ocean saying 'we've seen what you're doing and would like you to make the game for us'. According to Gary, 'We consider ourselves to be an arcade-type company, and up till now have concentrated on action games, and have built our reputation around that. We wouldn't turn down an opportunity like *Trivial Pursuit* if it came up again, but at present there are no plans to move into the boardgame market.'

Pudding time. 'I've got a really sweet tooth,' he says, persuading the waiter to let him have a slice of TWO gateaux on the sweet trolley. I settle for coffee, and decide to see if I can distract Gary from the guzzling. (This is like having lunch with Phil South... Whaddya mean?! Snouty.)

What happens straight after Ocean has signed a licensing deal with a film company? 'The first thing we do is watch the movie — we all go down to London and see the film, have an ice cream and discuss it on the train on the way back to Manchester. Then we spend a long time storyboarding and designing the game and take it from there. Most of our film licences are going to be like *Platoon* — multi-section games — and it's like designing and coding three separate games. We'll spend six to nine months on development, after the storyboarding.' And the Ocean programming teams are real perfectionists, 'they try to spend every second they can, polishing a game,' Gary explains, 'and although we meet deadlines, the programmers are always trying to add just that last bit of extra gloss, right up to the final moment,' which shows through, in the final product.

## 'I've got a really sweet tooth.'

We stroll back to the Ocean HQ. It's a leisurely trip back down *YS* land for me, and another hectic afternoon for Gary — after two and a half years with Ocean, he still thrives on the pressure. 'David Ward and John Woods (owners of Ocean) give me the leeway and flexibility to do things and trust me to get the job done — which creates more responsibility' Gary admits. But then he's going for quality games, games that will attract votes in the 1988 magazine polls and make Ocean 'Software House Of The Year' once again. Which makes all the hard work, stress and pressure worthwhile.

*Knight Rider* is history in Manchester... the future looks hot and Gary'll probably look five stone heavier!



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